

# DIPLOMANIA

Diplomacy Genzine -- N3F Games Bureau Diplomacy Division -- Issue Number 16/17  
Editor and Publisher: Don Miller -- May/June, 1967

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### In brief --

TTT apologizes for his failure to continue his series of first-hand reports concerning the various European nations in 1900, but he was forced to return from 1901 due to illness, and has been confined in a hospital in Turkey these past few months. His illness has not been all to the bad, however, for during his stay in the hospital he ran across a gentleman by the name of Rod Walker, who -- utilizing a time-transporter of his own -- had gone even further back than TTT to visit a wonderful world which Rod called "Middle-Earth". At TTT's prodding, Rod has sent to us histories of two of the lands in Middle-Earth -- Harad and Rhovanion -- which we have printed in the last two issues of DIPLOMANIA in place of TTT's accounts. In the future, we will be printing TTT's journeys once again (unless TTT can get another history out of Rod), as he should soon be recovered and on his way back in the past once again.

Rod Walker announces that he will be editing a magazine for the N3F Games Bureau Tolkien Division entitled NEW WORLDS, which will contain material dealing with any sub-world creation which was chronicled in a series of works, a trilogy or such-like, or any major literary creation. See THE GAMESLETTER #10, or write to Capt. Rodney C. Walker, FV3129356, TUSLOG Det. #183, APO NY, NY, 09254 (via airmail), for info.

We are sorry to have to give our readers another double-issue, but its size forbids our making it a single-issue -- we simply can't afford to put out single issues of this size! We hope to return to smaller issues when we return from overseas this August. We also hope to get into the August issue a revised listing of the names and addresses of players in postal variant games, and a revised DIPLOMANIA player directory, which were omitted from this issue due to space-pressure. We will also have the second of Gene's articles, and much more.

DIPLOMANIA recipients are requested to check the address code carefully -- many of your subscriptions expire with the next issue.

DLM

MICRODIPLOMACY Sample Game (through WINTER, 1901). The rules and strategy of this variant can be grasped more easily by following this sample. ((This variant is currently being run in DIPSOMANIA as game DHG. --ed.)) ((Rules in DIPSO 1 & 2.))

(Assume: French/English alliance against Germany; German/Austrian alliance; Russian/Turkish non-aggression pact which Turkey intends to violate; Italian/Turkish/French alliance; Russian/Austrian non-aggression pact.) (Note particularly, in context, French moves in SOL, and English and Turkish moves in FOL.)

SPRING, 1901 moves --

A-H -- F Tri (H); A Bud-Ser; C Vie-Gal; CC Vie-Bud.  
ENG -- A Lvp-Edi; F Lon-NtS; F Edi-Nwg.  
FRA -- A Par-Bur; C Mar (S) A Par-Bur; CC Mar-Spa; F Bre-Pic.  
GER -- T Kie-Bal; T Kie-Den; T Kie-Hol; A Ber-Kie; CC Mun-Bur; C Mun-Ruh.  
ITA -- A Ven-Tyo; A Rom-Ven; F Nap-Ion.  
RUS -- F Sev-Rum; F StP (SC)-Bot; A War-Pru; A Mos-War.  
TUR -- F Ank-Bla; A Smy-Arm; A Con-Bul.

FALL, 1901 moves --

A-H -- CC Bud-Vie; C Gal (S) CC Bud-Vie; F Tri (H); A Ser (S) F Tri.  
ENG -- T Nwg (C) C Edi-Nwy; C Edi-Nwy; TT Nwg (S) C Edi-Nwy /unnecessary, but legal/; TT NtS (C) CC Edi-Den; CC Edi-Den; T NtS-Hel.  
FRA -- F Pic-Bel; A Bur-Mun; C Spa (H); C Spa-Por; C Mar-Gas /to leave Mar open for a build/.  
GER -- T Bal-Swe; T Den (S) T Bal-Swe (dislodged, must retreat); T Hol-Bel; C Ruh (S) CC Mun; CC Mun (S) C Ruh; A Kie-Ber.  
ITA -- A Tyo-Vie; A Ven-Tri; T Ion-Tun; TT Ion-Gre.  
RUS -- F Rum-Sev (dislodged and, with no place to which to retreat, destroyed); F Bot-Swe; A War-Ukr; A Pru-Ber.  
TUR -- CC Bul-Rum; C Bul (H); TT Bla (S) CC Bul-Rum; T Bla (S) A Arm-Sev; A Arm-Sev.

AUTUMN, 1901 retreats --

GER: T Den (R) Ska.

Supply Centers held at end of AUTUMN, 1901 --

A-H -- Bud, Tri, Vie, Ser (may build one unit). (4)  
ENG -- Edi, Lvp, Lon, Den, Nwy (may build two units). (5)  
FRA -- Bre, Mar, Par, Bel, Por, Spa (may build three units). (6)  
GER -- Ber, Kie, Mun, Hol (may build one unit). (4)  
ITA -- Nap, Rom, Ven, Gre, Tun (may build two units). (5)  
RUS -- Mos, StP, ~~Ska~~, War, Swe (may build one unit to replace one destroyed in battle FALL, 1901). (4)  
TUR -- Ank, Con, Smy, Bul, Rum, Sev (may build three units). (6)

WINTER, 1901 builds --

A-H -- (B) A Vie; ENG -- (B) A Edi; (B) A Lon; FRA -- (B) A Par; (B) A Mar; (B) F Bre; GER -- (B) A Ber; ITA -- (B) F Nap; (B) A Rom; RUS -- (B) A Mos; TUR -- (B) F Smy; (B) A Con; (B) A Ank.

Positions at end of WINTER, 1901 --

A-H -- CCC Ser, CCC Vie, CC Bud, C Gal, TTT Tri. (12)  
ENG -- CCC Edi, CCC Lon, CC Den, C Nwy, TTT NtS, TTT Nwg. (15)  
FRA -- CCC Bur, CCC Mar, CCC Par, C Gas, C Por, C Spa, TTT Bel, TTT Bre. (18)  
GER -- CCC Ber, CCC Kie, CC Mun, C Ruh, T Bal, T Hol, T Ska. (12)  
ITA -- CCC Rom, CCC Tyo, CCC Ven, TTT Nap, TT Gre, T Tun. (15)  
RUS -- CCC Mos, CCC Pru, CCC Ukr, TTT Swe. (12)  
TUR -- CCC Ank, CCC Con, CCC Sev, CC Rum, C Bul, TTT Bla, TTT Smy. (18)

## PRINCIPLES OF ALLIANCES

by Gene Prosnitz

This is the first of a series of articles dealing with different aspects of postal Diplomacy strategy. The second article will deal with "Alliance Breaking, Double-Crossing, and the Balance of Power Principle", and the third with "Correspondence in Postal Diplomacy".

In considering which alliances to form, one should consider the principle of maintaining a compact position, a principle accepted by most schools of thought, with the exception of the advocates of the Ringwood alliance. In general, it's bad strategy to get in a position where you're very spread out. This frequently happens if a country which has two neighbors on one side and one neighbor on the other attacks the one who's off alone, leaving his rear exposed to two potential enemies. Thus, for example, I believe it's usually wrong for Germany to attack Russia or for England to attack France, and wrong about 110 percent of the time for France to attack Italy. (I'm referring now to the beginning of the game.)

It's usually best for a power to move in the direction of the largest cluster of supply centers. For example, if England attacks France it loses the chance to expand into Scandinavia or the Lowlands, and may even lose Norway. (If not, then England's spread out from Norway to the Mid-Atlantic.) A study of about 15 games in DIPLOPHOBIA, GRAUSTARK, and ADAG reveals that in every game where England and France were allies, England had at least five supply centers, while in about 75 percent of the games where England and France were fighting, England had four or fewer supply centers.

Of course, any of these ideas are subject to modification. In a recent game, for example, which was played over the board, I attacked France in Spring, 1901 (as England), because the French player is probably the most untrustworthy player in Diplomacy history. However, this article wasn't supposed to deal with specific countries, so....

In picking your allies, it's a good idea to consider the players, and their propensity for trustworthiness. This has a double advantage, in that a player becomes a little more careful about double-crossing you if he must consider not only the present position but the fact that this would make it difficult for him to deal with you in the next game.

Once an alliance is in operation, one of the most important things to make sure of is that you create a position where your ally can't double-cross you. (This is easier to do in northern and western Europe than in the Balkans, where the supply centers are all so close together.) This is the reason I consider the French-Italian alliance to be the most stable and desirable on the board; the two countries can stay miles apart and not threaten each other at all. Sometimes you may have to leave one supply center open and subject to a double-cross, but you should almost never be caught in a position where your "ally" could pick up two or more supply centers in one fell swoop; this is like sending him an engraved invitation to stick the knife in your back. (Exception -- if you're so weak you're at his mercy.)

In a recent game, Italy, a believer in the Ringwood alliance, made treaties with both France and Austria and attacked Turkey, a highly dubious strategy at best. After conquering Greece and Smyrna, he had to fight either Austria or France, and chose France. The result: Austria suddenly attacked him, and he went from six supply centers to zero in two years. He had committed the two worst tactical errors -- becoming overly spread out, and letting an ally get in position to double-cross him.

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The use of the buffer zone is an excellent strategem for preventing a back-stab. In one of my first games, playing Italy, I had armies in Marseilles and Spain and a fleet in Portugal. Germany had armies in Paris and Belgium and a fleet in the English Channel, all just sitting there. England and France were wiped out. After a four- or five-move truce Germany suddenly blasted me, in conjunction with an attack from the east.

My position would have been better if not for a major blunder on my part. I should have told Germany that I would move Marseilles to Burgundy, Spain to Gascony, and Portugal to Mid-Atlantic on every move, and invited him to do the same. This would have created a buffer zone and made it more difficult for him to get near me when he attacked.

The use of the single buffer zone is a sensible maneuver for allies. For example, Turkey and Russia both move to the Black Sea, or France and Germany both move to Burgundy. Or one power can create a buffer zone by moving two of his pieces to the same province, which is quite useful if you've promised an ally you wouldn't occupy the province, but at the same time you want to keep him out.

Another safety play is to prevent a back-stab by ordering your unit to an occupied supply center of your ally. For example, England and Russia are allies, with England owning Norway and Denmark, and Russia owning Sweden and St. Petersburg. There's an English fleet in Norway and a Russian fleet in Sweden, with Denmark and St. Petersburg unoccupied. Suppose the two countries plan to keep their fleets stationary. England should tell Russia he plans to move Norway to Sweden, to stop a possible double-cross of Sweden to Denmark. Similarly, Russia should move Sweden to Norway, to stop a possible Norway to St. Petersburg.

The worst example of leaving oneself wide open that I have seen occurred in the current GRAUSTARK game 1965Q, where Koning is England and Smythe is (or was) Germany. At one point there were three German fleets in the North Sea, English Channel, and Mid-Atlantic, with no English pieces anywhere near home. Now Smythe and Koning may have had good alliances in a number of games, but if I were England I wouldn't let my grandmother get three fleets in that position.

The ironic part of it all was that Smythe didn't double-cross Koning; it happened the other way around, as Koning, fearing a back-stab, acted first and took both Sweden and Warsaw. Which goes to prove the basic instability of the "Ringwood" type position.

My feeling is that it's better to keep one or two pieces idle than to get them entangled with your ally. For example, I've often thought of having France offer to lend Italy a fleet to fight in the east, but I don't think it's feasible, and, as Italy, I would not accept the offer -- the fleet going through my territory would be too dangerous.

At the same time that I believe in taking all possible precautions against a double-cross, I'm a firm believer in the doctrine that Diplomacy is a partnership game. This is especially true in the case of a two-power alliance, since a three-way alliance will eventually break up, whereas a two-power alliance may continue for the course of the game. Many games are lost through a lack of partnership cooperation, where one of the "allies" acts in his own short-range interest, rather than in the long-range interest of the partnership.

For example, in one current game, Italy and Russia were allied against Austria and Turkey. However, Turkey made a separate peace with Russia, with the result that before the Turkish forces could move into position to hurt Italy, Italy and Russia had crushed Austria. If the alliance continues, Turkey will also be defeated, in turn.

In another game, France and Russia are fighting against England and Germany; however, Germany and Russia, although on opposite sides, have not yet come to blows. In this game, Germany's failure to support England against Russia at a crucial time has swung the balance of power to the Franco-Russian forces.

Generally speaking, if two countries are actively working together in a joint offensive effort, it is more likely that they will stay together than that either one will join up with a friendly neutral later, against the other. For example, suppose England and Germany team up against France, and make non-aggression pacts with Russia. The likelihood is that after they defeat France they will remain united, against Russia. Similarly, as Italy, I would not be too happy with an Austro-Turkish alliance against Russia, even if I was left alone for the time being.

The above is especially true in postal Diplomacy, where difficulties of communication tend to make alliances longer-lasting than in over-the-board play.

If you're involved in a three-way alliance against one country, it's always essential to consider what's going to happen after that country is defeated. If you're likely to be left the "man in the middle", it may be well not to enter the original alliance. For example, suppose Italy, Austria, and Russia get together and wipe out Turkey. A strong possibility exists that afterwards Russia and Italy will crush Austria between them. The same could be said of a situation where France, Germany, and Russia all fight England. Germany may afterwards be caught in the middle between France and Russia.

However, sometimes other factors outweigh the position of the countries on the board. In one game currently in 1902, I've been offered a chance to join in an alliance which would probably result in my being one of the last three remaining powers. However, I'm highly dubious about it because the other two players are close friends and fellow students at the same college, and I think I'd be likely to finish third under this arrangement. (My understanding of the game is that you're supposed to play to win or tie, or to stop anyone else from winning; more on this in a later article.)

When you're part of a multiple alliance, you should watch the other players' builds very carefully, as this is usually the best indication of their future intentions.

When involved in an alliance with one person who rates as your principal ally, possibly throughout the entire game, the situation is different. Now you should hope that he gets as strong as possible, so that he can actively assist you. The best way for an alliance to remain stable is if the two allies expand at equal strength. If one of the partners becomes clearly the strongest power on the board, his ally, realizing this, may now switch sides and get everyone else to team up against the leader. On the other hand, if the allies remain equal, neither one has this incentive to break the alliance; each player feels he can either play to a tie, or go for a win at the very end, after each player has already acquired 15 or 16 supply centers.

One final item: While it's usually advisable to keep your allies informed of your general strategy, there's no point in telling them your proposed moves, unless it specifically concerns them. In a game where I'm playing France, I'm allied with Russia against England and Germany. I recently had to guess as to whether to attack London or Belgium. There was no point in telling Russia in advance which I was going to do, since he was not nearby and the knowledge wouldn't affect his moves. Even though I felt he was 95 percent trustworthy, why take the chance that your ally will double-cross you and tip off your moves to the enemy? (You can always say that you haven't decided yet.)

Of course, if your ally needs to know your moves to plan his own strategy, the above doesn't apply. Even here, where your ally and your enemy are from different areas, you can time the letter so that your ally gets it just in time to help him plan his own moves and send them in, but too late for him to tip off your enemy, before the deadline.

To sum up, I believe in being a faithful ally, and in playing to benefit my ally as well as myself. However, I also believe in being cautious, and in making sure that an alliance is a stable and equal partnership.

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DIPLOMACY MAP QUIZ

(How many of the following can you answer without referring to a Diplomacy map, or to the connectability table published elsewhere in this issue? As used below, the word "province", when used on its own, includes both land- and sea-provinces; bi-coastal provinces count as one province.)

1. Which province has connectability with the largest number of other provinces? (2 points) With how many provinces does it connect? (two points)
2. How many land-provinces can you name which connect with 7 or more provinces? (1 point each)
3. How many sea-provinces can you name which connect with 7 or more provinces? (1 point each)
4. How many inland land-provinces with supply centers can you name? (1 point each)
5. How many provinces can you name which do not border on a province with a supply center? (one point each)
6. Which sea-province(s) touch upon the smallest number of provinces? (2 points)
7. Which land-province(s) touch upon the smallest number of provinces? (2 points)
8. How many land-provinces can you name which connect with 4 or less provinces? (1 point each)
9. How many sea-provinces can you name which connect with 4 or less provinces? (1 point each)
10. Which province touches upon the largest number of other provinces containing supply centers? (2 points) How many supply center provinces does it touch? (2 points)
11. How many sea-provinces can you name which border on 4 or more provinces containing supply centers? (1 point each)
12. How many land-provinces can you name which border on 4 or more provinces containing supply centers? (1 point each)
13. Which major power has the most provinces which border on provinces containing supply centers of other powers? (1 point) How many does it have? (1 point)
14. Name the major power the provinces of which have the highest cumulative connectability with sea-provinces. (1 point) What is this total? (2 points)
15. How many land-provinces connecting with 3 or more sea-provinces can you name? (1 point each)
16. How many sea-provinces connecting with 4 or more other sea-provinces can you name? (1 point each)
17. How many sea-provinces can you name which touch upon only one supply-center province? (1 point each)
18. How many land-provinces can you name which touch upon only one supply-center province? (1 point each)
19. How many land-provinces can you name which are accessible by both Armies and Fleets from every other land-province with which they connect? (1 point each)
20. Which neutral land-province connects with the largest number of supply-center provinces? (1 point) With how many does it connect? (1 point)

(Answers are on page 16)

## HYPERSPACE DIPLOMACY II

The Board -- Same (at the start of the game, at least) as in Regular 7-man Diplomacy. To help the players keep track of the changing board as "Link" and "Separate" orders are written, we are publishing the following "Connectability Table", which shows the connectability of the various provinces on the Regular Diplomacy board at the start of the game. Players can simply write in the new linkages and delete linkages broken because of "Separate" orders. Each player will receive 10 tables when his fees are paid, with additional copies available at 2¢ each. On the table which follows, a number in parentheses ( ) indicates land connectability only, a number in brackets [ ] indicates sea connectability only, and a number without parentheses or brackets indicates both land and sea connectability. An underlined number indicates a supply-center province.

<u>1</u>	-- Barents Sea (Bar)	-- <u>2</u> , <u>46</u> , <u>48a</u>
<u>2</u>	-- Norwegian Sea (Nwg)	-- <u>1</u> , <u>3</u> , <u>7</u> , <u>20</u> , <u>21</u> , <u>46</u>
<u>3</u>	-- North Atlantic Ocean (NAt)	-- <u>2</u> , <u>10</u> , <u>11</u> , <u>21</u> , <u>22</u>
<u>4</u>	-- Gulf of Bothnia (Bot)	-- <u>5</u> , <u>45</u> , <u>47</u> , <u>48b</u> , <u>50</u>
<u>5</u>	-- Baltic Sea (Bal)	-- <u>4</u> , <u>41</u> , <u>42</u> , <u>43</u> , <u>44</u> , <u>45</u> , <u>50</u>
<u>6</u>	-- Skagerrak (Ska)	-- <u>7</u> , <u>44</u> , <u>45</u> , <u>46</u>
<u>7</u>	-- North Sea (NtS)	-- <u>2</u> , <u>6</u> , <u>8</u> , <u>9</u> , <u>20</u> , <u>23</u> , <u>24</u> , <u>36</u> , <u>37</u> , <u>44</u> , <u>46</u>
<u>8</u>	-- Helgoland Bight (Hel)	-- <u>7</u> , <u>37</u> , <u>43</u> , <u>44</u>
<u>9</u>	-- English Channel (EnC)	-- <u>7</u> , <u>10</u> , <u>11</u> , <u>24</u> , <u>25</u> , <u>34</u> , <u>35</u> , <u>36</u>
<u>10</u>	-- Irish Sea (Iri)	-- <u>3</u> , <u>9</u> , <u>11</u> , <u>22</u> , <u>25</u>
<u>11</u>	-- Mid-Atlantic Ocean (Mid)	-- <u>3</u> , <u>9</u> , <u>10</u> , <u>12</u> , <u>27</u> , <u>28</u> , <u>29a,b</u> , <u>31</u> , <u>34</u>
<u>12</u>	-- Western Mediterranean (WMe)	-- <u>11</u> , <u>13</u> , <u>14</u> , <u>26</u> , <u>27</u> , <u>29b</u>
<u>13</u>	-- Gulf of Lyon (Lyo)	-- <u>12</u> , <u>14</u> , <u>29b</u> , <u>30</u> , <u>70</u>
<u>14</u>	-- Tyrrhenian Sea (Tyn)	-- <u>12</u> , <u>13</u> , <u>16</u> , <u>26</u> , <u>72</u> , <u>73</u> , <u>74</u>
<u>15</u>	-- Adriatic Sea (Adr)	-- <u>16</u> , <u>61</u> , <u>66</u> , <u>71</u> , <u>75</u>
<u>16</u>	-- Ionian Sea (Ion)	-- <u>14</u> , <u>15</u> , <u>17</u> , <u>18</u> , <u>26</u> , <u>60</u> , <u>61</u> , <u>74</u> , <u>75</u>
<u>17</u>	-- Eastern Mediterranean (EMe)	-- <u>16</u> , <u>18</u> , <u>55</u> , <u>56</u>
<u>18</u>	-- Aegean Sea (Aeg)	-- <u>16</u> , <u>17</u> , <u>56</u> , <u>58</u> , <u>59b</u> , <u>60</u>
<u>19</u>	-- Black Sea (Bla)	-- <u>53</u> , <u>54</u> , <u>57</u> , <u>58</u> , <u>59a</u> , <u>63</u>
<u>20</u>	-- Edinburgh (Edi)	(E) -- <u>2</u> , <u>7</u> , <u>21</u> , (22), <u>23</u>
<u>21</u>	-- Clyde (Cly)	(E) -- <u>2</u> , <u>3</u> , <u>20</u> , <u>22</u>
<u>22</u>	-- Liverpool (Lvp)	(E) -- <u>3</u> , <u>10</u> , (20), <u>21</u> , (23), <u>25</u>
<u>23</u>	-- Yorkshire (Yor)	(E) -- <u>7</u> , <u>20</u> , (22), <u>24</u> , (25)
<u>24</u>	-- London (Lon)	(E) -- <u>7</u> , <u>9</u> , (23), <u>25</u>
<u>25</u>	-- Wales (Wal)	(E) -- <u>9</u> , <u>10</u> , <u>22</u> , (23), <u>24</u>
<u>26</u>	-- Tunis (Tun)	-- <u>12</u> , <u>14</u> , <u>16</u> , <u>27</u>
<u>27</u>	-- North Africa (NAf)	-- <u>11</u> , <u>12</u> , <u>26</u>
<u>28</u>	-- Portugal (Por)	-- <u>11</u> , <u>29a,b</u>
<u>29a</u>	-- Spain(N. Coast) (Spa(NC))	-- <u>11</u> , <u>28</u> , (30), <u>31</u>
<u>29b</u>	-- " (S. Coast) (Spa(SC))	-- <u>11</u> , <u>12</u> , <u>13</u> , <u>28</u> , <u>30</u> , (31)
<u>30</u>	-- Marseilles (Mar)	(F) -- <u>13</u> , (29a), <u>29b</u> , (31), (32), <u>70</u>
<u>31</u>	-- Gascony (Gas)	(F) -- <u>11</u> , <u>29a</u> , (29b), (30), (32), (33), <u>34</u>
(32)	-- Burgundy (Bur)	(F) -- (30), (31), (33), (35), (36), (38), (39)
(33)	-- Paris (Par)	(F) -- (31), (32), (34), (35)
<u>34</u>	-- Brest (Bre)	(F) -- <u>9</u> , <u>11</u> , <u>31</u> , (33), <u>35</u>
<u>35</u>	-- Picardy (Pic)	(F) -- <u>9</u> , (32), (33), (34), <u>36</u>
<u>36</u>	-- Belgium (Bel)	-- <u>7</u> , <u>9</u> , (32), <u>35</u> , <u>37</u> , (38)
<u>37</u>	-- Holland (Hol)	-- <u>7</u> , <u>8</u> , <u>36</u> , (38), <u>43</u>



(38) -- Ruhr (Ruh)	(G) -- (32), (36), (37), (39), (43)
(39) -- Munich (Mun)	(G) -- (32), (38), (40), (42), (43), (68), (69)
(40) -- Silisia (Sil)	(G) -- (39), (41), (42), (51), (64), (68)
41 -- Prussia (Pru)	(G) -- <u>57</u> , (40), 42, 50, (51)
42 -- Berlin (Ber)	(G) -- <u>57</u> , (39), (40), 41, <u>43</u>
43 -- Kiel (Kie)	(G) -- <u>57</u> , <u>87</u> , 37, 38, (39), 42, <u>44</u>
44 -- Denmark (Den)	-- <u>57</u> , <u>67</u> , <u>77</u> , <u>87</u> , <u>43</u> , <u>45</u>
45 -- Sweden (Swe)	-- <u>47</u> , <u>57</u> , <u>67</u> , <u>44</u> , 46, 47
46 -- Norway (Nwy)	-- <u>27</u> , <u>67</u> , <u>77</u> , <u>45</u> , (47), <u>48a</u> , (48b)
47 -- Finland (Fin)	-- <u>47</u> , <u>45</u> , (46), (48a), <u>48b</u>
48a -- St. Petersburg (N. Coast) (StP(NC))	(R) -- <u>17</u> , 46, (47), (49), (50)
48b -- St. Petersburg (S. Coast) (StP(SC))	(R) -- <u>47</u> , (46), 47, (49), 50
(49) -- Moscow (Mos)	(R) -- (48), (50), (51), (52), (53)
50 -- Livonia (Lvn)	(R) -- <u>47</u> , <u>57</u> , 41, (48a), <u>48b</u> , <u>49</u> , (51)
(51) -- Warsaw (War)	(R) -- (40), (41), (49), (50), (52), (64)
(52) -- Ukraine (Ukr)	(R) -- (49), (50), (53), (63), (64)
53 -- Sevastopol (Sev)	(R) -- <u>197</u> , (49), (52), 54, 63
54 -- Armenia (Arm)	(T) -- <u>197</u> , 53, (55), (56), <u>57</u>
55 -- Syria (Syr)	(T) -- <u>177</u> , (54), 56
56 -- Smyrna (Smy)	(T) -- <u>177</u> , <u>187</u> , (54), 55, (57), <u>58</u>
57 -- Ankara (Ank)	(T) -- <u>197</u> , 54, (56), <u>58</u>
58 -- Constantinople (Con)	(T) -- <u>187</u> , <u>197</u> , 56, <u>57</u> , <u>59a</u> , b
59a -- Bulgaria (E. Coast) (Bul(EC))	-- <u>197</u> , 58, (60), (62), 63
59b -- Bulgaria (S. Coast) (Bul(SC))	-- <u>187</u> , 58, 60, (62), (63)
60 -- Greece (Gre)	-- <u>167</u> , <u>187</u> , (59a), <u>59b</u> , 61, (62)
61 -- Albania (Alb)	-- <u>157</u> , <u>167</u> , 60, (62), 66
(62) -- Serbia (Ser)	-- (59), (60), (61), (63), (65), (66)
63 -- Rumania (Rum)	-- <u>197</u> , (52), 53, <u>59a</u> , (59b), (62), (64), (65)
(64) -- Galicia (Gal)	(A) -- (40), (51), (52), (63), (65), (67), (68)
(65) -- Budapest (Bud)	(A) -- (62), (63), (64), (66), (67)
66 -- Trieste (Tri)	(A) -- <u>157</u> , 61, (62), (65), (67), (69), <u>71</u>
(67) -- Vienna (Vie)	(A) -- (64), (65), (66), (68), (69)
(68) -- Bohemia (Boh)	(A) -- (39), (40), (64), (67), (69)
(69) -- Tyrolia (Tyo)	(A) -- (39), (66), (67), (68), (70), (71)
70 -- Piedmont (Pie)	(I) -- <u>137</u> , 30, (69), (71), 72
71 -- Venice (Ven)	(I) -- <u>157</u> , 66, (69), (70), (72), (73), 75
72 -- Tuscany (Tus)	(I) -- <u>137</u> , <u>147</u> , 70, (71), 73
73 -- Rome (Rom)	(I) -- <u>147</u> , (71), 72, <u>74</u> , (75)
74 -- Naples (Nap)	(I) -- <u>147</u> , <u>167</u> , 73, 75
75 -- Apulia (Apu)	(I) -- <u>157</u> , <u>167</u> , <u>71</u> , (73), <u>74</u>
80 -- Switzerland (Swi)	-- None at start of game
XX -- Hyperspace (Hyp)	-- None at start of game
LX -- Lost in Hyperspace (LHy)	-- None at start of game

Note: See Rules 16, 17, and 18, respectively, concerning Swi, Hyp, and LHy.



## The Rules --

1. Except as stated below, the Regular Diplomacy rules as published by Games Research, Inc., and the DIPLOMANIA "House-Rules" apply.

2. In addition to the usual "move", "support", "hold", and "convoy" orders which may be written during the Spring and Fall "movement" seasons, a player may also write one "Link" and/or one "Separate" order.

3. A "Link" order, unless "stood-off" under the provisions of Rule #5, below, has the effect of providing a hyperspace-linkage between the two provinces specified in the orders -- such linkage taking effect at the end of the season, after all "move", "support", "convoy", and "hold" orders have been read. This means that, during the following "movement" season and all subsequent "movement" seasons until the linkage is broken, units ordered to do so may move back and forth between the two hyperspatially-linked provinces. This applies regardless of whether the two units so moving are Armies or Fleets, and whether the provinces involved are inland, coastal, or sea provinces (see, also, Rule #10). For example, during SPRING, 1901, the ENGLISH player writes the successful order, "Link London to Munich". On Fall, 1901, he then orders "Fleet London to Munich Through Hyperspace". This is a legal order; unless stood off under the provisions of Regular Diplomacy, the ENGLISH fleet would then be occupying Munich at the end of 1901 (see, also, Rule #9). (Note that the ENGLISH Fleet in London could also have supported an action into or in Munich during FALL, 1901, in deference to moving there. Also note that any unit occupying Munich could also have been ordered to London during FALL, 1901. A linkage, although ordered by a specific player, may be utilized by any player who is in a position to do so.)

4. A "Separate" order, unless "stood-off" under the provisions of Rule #5, below, has the effect of placing a "barrier" between the two provinces specified in the orders -- such "barrier" taking effect at the end of the season, after all "move", "support", "convoy", and "hold" orders have been read. This means that, during the following "movement" season and all subsequent "movement" seasons until the "barrier" is removed, units ordered to do so may not move back and forth directly (although they may do so by convoy) between the two "separated" provinces. This applies regardless of the type of units ordered to move or the type of provinces included in the "separation". For example, during SPRING, 1901, the GERMAN player orders (successfully) "Separate Berlin and Kiel". In FALL, 1901, then, an order "F Kiel to Berlin" would be invalid, as would an order "F Kiel (S) A Berlin" or "A Berlin (S) F Kiel".

5. A "Link" order may be "stood-off" by a "Separate" order, written during the same season as the "Link" order, which specifies the same two provinces as the "Link" order. A "Separate" order may likewise be "stood-off" by a corresponding "Link" order. A "Link" order may be "supported" by another player's writing of the same "Link" order during the same season; ditto for a "Separate" order. Thus, for example, if a player wrote "Link London to Munich" while another player was writing "Separate London and Munich", the two orders would stand each other off, 1-1, and nothing would happen. If, however, two players wrote "Link London to Munich" while only one wrote "Separate London and Munich", the situation would be 2-1 in favor of the "Link" order, and the linkage between London and Munich (through hyperspace) would be established.

6. Hyperspace linkages may be established for any provinces, including those already linked in normal space. For example, a player may write "Link Liverpool to Yorkshire", planning to move a Fleet from Yorkshire to Liverpool the next turn. Or a player may write "Link Munich to Berlin", in order to move a Fleet from Berlin to Munich. A province which is linked in both hyperspace and normal space is a "doubly-linked" province, and it will require two "Separate" orders to separate the two provinces entirely. The first successful "Separate" order written for a "doubly-linked" province breaks the hyperspace-linkage; the second successful "Separate" order breaks

the normal-space linkage. It can thus be seen that "doubly-linked" provinces are harder to separate than singly-linked provinces, and that such "doubly-linked" provinces, even where adding nothing to movement-capabilities of pieces, are sometimes desirable for defensive purposes.

7. An order for a unit to move, support, etc., through hyperspace must state this fact; otherwise, the order will be taken as an order to move through normal space, and will be treated as such. Thus, an order "Army London to Munich" would not succeed, as such a move is impossible through normal space, while an order "Army London to Munich Through Hyperspace" would succeed, if such a linkage were established and if not stood-off under the rules of Regular Diplomacy. Note: Players should be particularly careful where multi-coastal provinces are concerned. Specific coast must always be stated in orders involving multi-coastal provinces where Fleets are concerned, regardless of where attempted move or support is through normal space or hyperspace. However, it should also be noted that hyperspace linkages are between entire provinces, not just specific regions of multi-coastal provinces. Thus, a Fleet on the South Coast of Spain could not move to or support an action in or into Gascony through normal space, while, through hyperspace, such a move or support would be perfectly legal.

8. If two provinces are linked through hyperspace, only those two provinces are affected; ditto for separations. Thus, for example, if Moscow and London were linked through hyperspace, a unit could move through hyperspace between Moscow and London, but not from Moscow to any of the provinces linked with London through normal space, and vice versa. Also, a unit could not move from Moscow to another province which is linked with London through hyperspace, but not with Moscow, and vice versa. Also, for example, if London and Yorkshire were separated, a Fleet could move from London to North Sea, and then to Yorkshire the next turn, or an Army could be convoyed from London to Yorkshire -- but an Army or Fleet could not move directly from London to Yorkshire, and vice versa.

9. A Fleet which is resting in an inland province as the result of a move through hyperspace occupies that province, and may be supported in holding that province through both normal space and hyperspace. However, such an "inland" Fleet may not move or support from that province through normal space, but may do so only through hyperspace. Thus, for example, a Fleet in Munich may stand off an unsupported attack from another province; it may also be supported in place; but it may not move to any of the adjacent normal-space provinces (except through hyperspace), and therefore may not support an action in or into any of the adjacent provinces (except through hyperspace). (The rationale for allowing a Fleet in an inland province is that the ships are at rest in a land-locked lake or river, unable to move, but able to give support to a landing-force of marines or such who are actually occupying the province. This is essentially the same rationale as that used by Calhmer in his statement that a Fleet which occupies a coastal province does not do so physically, but rather is supporting an "invisible" land-force which is actually occupying the province. The land-force may not move inland, as it would then be separated from the supporting Fleet -- the "marines" in the inland province may not move out of the inland province, as they would then be separated from the supporting land-locked Fleet.)

10.. An Army which is ordered to move to or support a sea-province through hyperspace has no effect on that province, except where it is unopposed. Thus, if an Army is ordered to support an action in a sea-province, the support order has no effect, and the Army merely stands where it is; if an Army is ordered to move to a sea-province, and another unit is in or is attempting to move into that province, the Army has no effect, and the Army stands where it is; however, if an Army is ordered to move to a sea-province, and is unopposed in doing so, it succeeds in getting into the province, and is immediately "drowned". (See Rule #11, below.)

11. A unit may be wilfully destroyed by:

- a. Ordering a retreating Army or Fleet to "stand and fight to the death".
- b. Submitting either no order or an incorrect order for a retreating unit.
- c. "Drowning" an Army in accordance with Rule #10, above.

A unit which is destroyed -- either wilfully or involuntarily -- can not be replaced (by the building of a new unit in a home supply center) until at least one full year has elapsed.

12. It should again be stressed that a "Link" or "Separate" order takes place at the end of a "movement" season. Thus, for example, if ENGLAND were to successfully link London and Munich in the SPRING, and wrote the order "A London-Munich Through Hyperspace" in the FALL, a successful order by GERMANY to "Separate London and Munich" would have no effect on the attempted move, as the "Separate" order would not take effect until the end of the FALL, after the move was completed. A move through an established hyperspace linkage can only be stood-off under the provisions of Regular Diplomacy.

13. If two provinces which are regularly linked in normal space are separated, they must be re-linked in normal space before they can be linked in hyperspace.

14. Two units may exchange places by moving through hyperspace -- but not by moving through normal space (of course, two units could also exchange places by one moving through hyperspace and the other moving through normal space).

15. Armies may not be convoyed through hyperspace.

16. Switzerland may be linked to any other province through hyperspace, and thus may be moved or supported into or out of through hyperspace. However, it may not be moved or supported into or out of through normal space.

17. In addition to the 76 provinces (Switzerland included) on the board, there is another province which is off the board, and is called, appropriately, "Hyperspace". Any province on the board may be linked by a successful "Link" order to Hyperspace. This link, however, lasts for only one "movement" season, being automatically dissolved at the end of the "movement" season following the one in which the "Link" order was written. On the "movement" season following the "Link" order, of course, a unit may be ordered from the linked board-province to Hyperspace (or from Hyperspace to the linked board-province); there is no way in which a move from a linked board-province to Hyperspace can be stood off by another player; a move from Hyperspace to a linked board-province, however, can be stood off under the provisions of Regular Diplomacy. Any number of players may have units in Hyperspace at the same time, but no single player may have more than one active unit in there (see Rule #18, below).

18. An "active" unit is a unit which has been in Hyperspace for one year or less; if left in Hyperspace for longer than one year, a unit becomes "lost" in Hyperspace -- still counting as a unit for the player to whose country it belongs as far as supply-center count is concerned, but not as an active unit as far as Hyperspace is concerned. (E.g., if a unit were successfully ordered to Hyperspace during the SPRING of one year, it would have to be successfully ordered out not later than the SPRING of the following year, or it would become "lost".) Each "movement" season after a unit becomes "lost" the Gamesmaster will draw one of the 76 provinces "out of a hat"; a temporary hyperspace linkage is established for that season only between Hyperspace and the drawn province, and the "lost" unit must attempt to move there. If successful, it becomes a "normal" unit again (being "drowned", of course, if it lands in a sea-province); if unsuccessful, the "lost" unit remains "lost" until the next "movement" season, when the entire drawing process is repeated. Any number of countries may have any number of units "lost" in Hyperspace at the same time. (Note that a unit attempting

to move out of Hyperspace acts on the province to which it is attempting to move exactly like any other unit moving through hyperspace from one board-province to another. But also note that, in an attempted "lost"-unit move, the temporary linkage with Hyperspace and a board-province takes place during the same season in which the attempted move from Hyperspace to the board-province does; in terms of game-time, then, the linkage and the attempted move could be said to be simultaneous.)

19. There will be a WINTER, 1900 "building" season at the start of the game, during which players must submit "build" orders for all of their supply-center provinces. A Fleet may not be built in an inland province during this or any other "building" season.

The Players -- The first game of HYPERSPACE II is being run in SUPERCALIFRAGILISTIC-EXPIALIDOCIOUS, with game-designation SBB (1967Wau). Players are as follows:

AUSTRIA-HUNGARY -- John Smythe, 621 E. Prospect, Girard, Ohio, 44420.

ENGLAND -- Sp-4 R. Wayne Hoheisel, RA-13868419, 502nd Admin. Co., Ft. Hood, Texas, 76544.

FRANCE -- Margaret Gemignani, 67 Windermere Road, Rochester, N.Y., 14610.

GERMANY -- Mark Owings, 3731 Elkader Road, Baltimore, Md., 21218.

ITALY -- Paul Budd, 5000 Mass. Ave., N.W., Washington, D.C., 20016.

RUSSIA -- A3C Jack L. Chalker, AF-23358508, P.O. Box 1085, 3323 Student Sqdn, Amarillo AFB, Texas, 79111.

TURKEY -- David Lebling, 3 Rollins Court, Rockville, Md., 20852.

Note that the previously-announced player for ITALY, Paul Schaubel, has been replaced by Paul Budd. This is because SUPERCAL #8 was returned marked "no such address" from the address Paul gave us at the '67 DISCLAVE, and we have been unable to find out his correct address. If anyone knows Paul's correct address, please let us know.

We urgently need stand-by replacement players for the above game. Anyone interested in possibly getting into this game is requested to send in stand-by build-orders for WINTER, 1900 for all seven countries.

DEADLINE for WINTER, 1900 build orders, propaganda, and payment of game-fees (\$2.00 per player except for Chalker, who has already paid) -- Noon, 14 June (Wednesday). All players in the game have received a copy of these rules in advance of the publication of DIPLOMANIA 16/17.

#### WANTED --

ARMAGEDDONIA -- Any issue after #1.

ASGARD ADDENDA -- Issue #3.

BIG BROTHER -- Any issue.

BROBINGNAG -- Issues 2-9, 12-24.

GRAUSTARK -- Issues 2-10, 13-18, 20, 22-24, 26-30, 32-42.

LONELY MOUNTAIN -- Issue 24.

LUSITANIA -- Issues 1-6, 12, 13, and any after 14.

MARSOVIA! -- Issues 8, 9.

MISKATONIC UNIVERSITY -- Issues 1, 3, 5-9, 18-20, 22.

TRANTOR -- Issue #3.

WILD 'N WOOLY -- Issues 3-6, 9-12, 23, 27, 30, 32, 33.

BOLVERK -- Issues 1-4, 6-10, and any after 11.

COSTAGUANA -- Issues Vol. I, #'s 3-18; Vol. II, #'s 5, 6.

COUP -- Issue #6 and any after #9.

FREDONIA -- Issues 1, 3-5, 7-10, 12-28.

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The Board -- The board consists of two icosahedrons with center points (the "Trantorian Module"), a hollow icosahedron (the "Kalganian Module"), and a dodecahedron (the "Peripheral Module"). For the purposes of the game, the "playing surface" consists of a table showing the connectability of the points (hereafter referred to as "sectors") on the board. The names of the sectors in the game were largely derived from the "Foundation Trilogy" by Isaac Asimov, as were the names for the major powers. Sectors not derived from the Trilogy were given the names of first-magnitude stars; these are denoted by the bracketing of their sector numbers in the chart. The numbers following some of the sector names in the chart indicate the number of supply factors assigned to those particular sectors; these sectors represent the "supply centers" in the game. The letter in parentheses after a sector name indicates the major power to which that sector belongs (C, Empire Colonies; E, First Empire; F, First Foundation; M, Union of Worlds (The Mule); S, Second Foundation; T, Association of Independent Traders; Z, Tazenda); sectors without letters are neutral. Numbers in the right-hand portion of the table represent the sectors with which a particular sector is linked through normal space; underlined sectors represent sectors with supply capabilities; sectors enclosed in parentheses indicate sectors which are in another module.

<u>Trantorian Module</u>		
1	-- Tazenda (3)	(Z) -- 2, 3, 4, 5, 6, 7
<u>2</u>	-- Capella	(Z) -- <u>1</u> , <u>3</u> , 4, 5, 6, <u>7</u> , 8, 9, <u>10</u> , <u>11</u> , 12, <u>13</u>
3	-- Rossem (2)	(Z) -- <u>1</u> , <u>2</u> , 4, <u>7</u> , 8, <u>9</u>
4	-- Zoranel	(Z) -- <u>1</u> , 2, <u>3</u> , <u>5</u> , <u>9</u> , <u>10</u>
<u>5</u>	-- Altair	(Z) -- <u>1</u> , 2, <u>4</u> , 6, <u>10</u> , <u>11</u>
<u>6</u>	-- Antares	(Z) -- <u>1</u> , 2, 5, <u>7</u> , <u>11</u> , <u>12</u>
7	-- Cil (2)	(Z) -- <u>1</u> , 2, <u>3</u> , <u>6</u> , <u>8</u> , 12
8	-- Vincetori (2)	-- 2, <u>3</u> , <u>7</u> , 9, <u>12</u> , <u>13</u> , 14, 18
<u>9</u>	-- Arcturus	-- 2, <u>3</u> , <u>4</u> , 8, <u>10</u> , <u>13</u> , <u>17</u> , 18
10	-- Fermus (2)	(E) -- 2, <u>4</u> , 5, <u>9</u> , <u>11</u> , <u>13</u> , <u>16</u> , <u>17</u>
11	-- Delicass (3)	(E) -- 2, 5, 6, <u>10</u> , 12, <u>13</u> , <u>15</u> , <u>16</u>
<u>12</u>	-- Sol	(E) -- 2, 6, <u>7</u> , <u>8</u> , <u>11</u> , <u>13</u> , <u>14</u> , <u>15</u>
13	-- Trantor (3)	(E) -- 2, <u>8</u> , <u>9</u> , <u>10</u> , <u>11</u> , <u>12</u> , <u>14</u> , <u>15</u> , 16, <u>17</u> , 18, <u>19</u>
<u>14</u>	-- Rigel	(E) -- 8, 12, <u>13</u> , <u>15</u> , 18, <u>19</u> , 20, 24
15	-- Steffani (2)	(E) -- <u>11</u> , 12, <u>13</u> , <u>14</u> , 16, <u>19</u> , 23, 24
<u>16</u>	-- Vega	(E) -- <u>10</u> , <u>11</u> , <u>13</u> , <u>15</u> , <u>17</u> , <u>19</u> , <u>22</u> , <u>23</u>
17	-- Locris (2)	-- 9, <u>10</u> , <u>13</u> , 16, 18, <u>19</u> , <u>21</u> , <u>22</u>
<u>18</u>	-- Betelgeuse	-- 8, 9, <u>13</u> , <u>14</u> , <u>17</u> , <u>19</u> , 20, <u>21</u>
19	-- Helicon (3)	(C) -- <u>13</u> , <u>14</u> , <u>15</u> , 16, <u>17</u> , 18, 20, <u>21</u> , <u>22</u> , <u>23</u> , 24, <u>25</u>
<u>20</u>	-- Deneb	(C) -- 14, 18, <u>19</u> , <u>21</u> , 24, <u>25</u>
21	-- Pleiades (2)	(C) -- 17, 18, <u>19</u> , 20, <u>22</u> , <u>25</u>
22	-- Glyptal (2)	(C) -- <u>16</u> , 17, <u>19</u> , 21, <u>23</u> , <u>25</u>
23	-- Synnax (2)	(C) -- <u>15</u> , <u>16</u> , <u>19</u> , <u>22</u> , <u>24</u> , <u>25</u> , (26), (27), (28), (29)
<u>24</u>	-- Sirius	(C) -- 14, <u>15</u> , <u>19</u> , 20, <u>23</u> , <u>25</u> , (26), (27), (31), (32)
25	-- Filia (3)	-- 19, 20, <u>21</u> , <u>22</u> , <u>23</u> , 24, (26), (29), (30), (31)
<u>Kalganian Module</u>		
26	-- Quoriston (2)	-- (23), (24), (25), 27, 28, <u>29</u> , 30, <u>31</u> , <u>32</u> , 33, <u>34</u> , 35
<u>27</u>	-- Algol	(M) -- (23), (24), <u>26</u> , 28, <u>32</u> , 33

<u>28</u>	-- Fomalhaut	(M)	-- (23), 26, 27, 29, 33, 34
29	-- Santanni (3)	(M)	-- (23), 25, 26, 28, 30, 34
<u>30</u>	-- Spica	(M)	-- (25), 26, 29, 31, 34, 35
31	-- Kalgen (3)	(M)	-- (24), (25), 26, 30, 32, 35
32	-- Siwenna (3)	(M)	-- (24), 26, 27, 31, 33, 35
<u>33</u>	-- Mira	(M)	-- 26, 27, 28, 32, 34, 35, 36, 37, 38
34	-- Horlegger (2)	(M)	-- 26, 28, 29, 30, 33, 35, 36, 40, 41
<u>35</u>	-- Canopus	(M)	-- 26, 30, 31, 32, 33, 34, 38, 39, 40
36	-- Orsha (2)		-- 33, 34, 37, 41, 42
<u>37</u>	-- Procyon		-- 33, 36, 38, 42, 43
38	-- Terel (2)		-- 33, 35, 37, 39, 43
39	-- Mnemon (2)	(T)	-- 35, 38, 40, 43, 44, (45)
40	-- Lyonesse	(T)	-- 34, 35, 39, 41, 44, (46)
41	-- Mores	(T)	-- 34, 36, 40, 42, 44, (47)
<u>42</u>	-- Lyrae	(T)	-- 36, 37, 41, 43, 44, (48)
43	-- Boude	(T)	-- 37, 38, 39, 42, 44, (49)
44	-- Radole (3)	(T)	-- 39, 40, 41, 42, 43

#### Peripheral Module

45	-- Asperta	(T)	-- (39), 50, 51
46	-- Haven (3)	(T)	-- (40), 51, 52
47	-- Salinnia	(T)	-- (41), 52, 53
<u>48</u>	-- Castor	(T)	-- (42), 53, 54
<u>49</u>	-- Pollux	(T)	-- (43), 50, 54
50	-- Iss (2)	(T)	-- 45, 49, 55
<u>51</u>	-- Aldebaron	(T)	-- 45, 46, 56
52	-- Askone		-- 46, 47, 57
53	-- Korell (2)		-- 47, 48, 58
54	-- Zeonia		-- 48, 49, 59
55	-- Loris (2)	(F)	-- 50, 56, 59, 60
56	-- Daribow	(F)	-- 51, 55, 57, 60
57	-- Smyrno (2)	(F)	-- 52, 56, 58, 60
58	-- Konom	(F)	-- 53, 57, 59, 60
59	-- Anacreon (2)	(F)	-- 54, 55, 58, 60
60	-- Terminus (3)	(F)	-- 55, 56, 57, 58, 59

(Note that sector 60 was not originally part of the dodecahedron represented by the Peripheral Module, but was an added point.)

Stella Magnus -- The home of the Second Foundation (S), which has no location on the board; the name, of course, was not derived from the Asimov Trilogy, but was assigned by Fritz Muhlhauser, who constructed the board, in honor of his assistant.

The Rules -- Except as stated below, the rules of Regular Diplomacy, as published by Games Research, Inc., with interpretations as noted in DIPLOMANIA 14/15, apply.

1. The game is played by seven players, five of them playing "independently", and the remaining two playing as a "team". The five "independent" players, and the sectors which constitute their "systems", are as follows (figures in parentheses following sector names indicate number of supply factors which may be supported by sector):

Tazenda (sectors 1-7) -- Tazenda (3), Capella, Rossem (2), Zoranel, Altair, Antares, Ciel (2).

First Empire (sectors 10-16) -- Fermus (2), Delicass (3), Sol, Trantor (3), Rigel, Steffani (2), Vega.

Empire Colonies (sectors 19-24) -- Helicon (3), Deneb, Pleiades (2), Glyptal (2), Synmax (2), Sirius.

Union of Worlds (The Mule) (sectors 27-35) -- Algol, Fomalhaut, Santanni (3), Spica, Kalgen (3), Siwenna (3), Mira, Horlegger (2), Canopus.

Association of Independent Traders (sectors 39-51) -- Mnemon (2), Lyonesse, Mores, Lyrae, Boude, Radole (3), Asperta, Haven (3), Salinnia, Castor, Pollux, Iss (2), Aldebaron.

The "team" consists of:

First Foundation (sectors 55-60) -- Loris (2), Daribow, Smyrno (2), Konom, Anacreon (2), Terminus (3).

Second Foundation -- Off the board; unknown location is called, for propaganda purposes, "Stella Magnus".

"Neutral" sectors are: 8, Vincetori (2); 9, Arcturus; 17, Locris (2); 18, Betelguese; 25, Filia (3); 26, Quoriston (2); 36, Orsha (2); 37, Procyon; 38, Terel (2); 53, Korell (2); 54, Zeonia.

2. The only type of unit in the game is the "Space Fleet", hereinafter referred to simply as a "Fleet".

3. At the start of the game, each of the supply sectors (except the neutrals, which are vacant) has one Fleet in it, regardless of its supply capability. Each "movement" season (SPRING and FALL) thereafter, another single unit is built in each supply sector, until that sector has built up to its maximum supply capability. An attempted build during a movement season fails if the sector in which the build is ordered is attacked (the attempted build having no effect whatsoever on the attack). Note that, after the first game year, builds may occur in the WINTER season only.

4. Builds for captured supply sectors may not be made until the WINTER following the capture. Such builds may not be made in sectors which have not yet built up to their full supply capability. No more than one unit may be built in a sector at the same time.

5. There is no limit to the number of units of the same system (major power) which may occupy a sector at the same time; units of different systems, however, may not occupy the same sector at the same time. Note that builds may be made in a supply sector regardless of the number of units of the building power which already occupy that sector.

6. During the first three years of the game, moves may be made through hyperspace from any sector in a module to any other sector in the same module; such a spacewarp, however, may not be made to a three-factor supply sector. After three game years, spacewarps may be made between modules as well as within them. To move through hyperspace, a "Link" order must first be written during a "movement" season (e.g., "Link Trantor to Capella"); this order takes effect at the end of the season in which it is written. Then, during the following season, an order may be written utilizing the spacewarp formed by the hyperspace linkage (e.g., "Fleet Trantor to Capella Through Hyperspace"). Note that only one unit may pass through a spacewarp at the same time, and a player may only use his own spacewarp. Also note that an order to move through hyperspace must so state, or it will be taken to mean through normal space, and will be so evaluated by the Gamesmaster.

7. Only two "Link" orders may be written by a single player in the same season. No "Separate" orders may be written. Note that two spacewarps may be established between the same two sectors by a player's writing two identical "Link" orders in the same season.

8. Hyperspace linkages last for only one "movement" season unless reordered during successive seasons. Such linkages dissipate at the end of the "movement" season following the one in which the last "Link" order was written.



9. Rules two through eight, above, apply only to the five "independent" systems and the First Foundation. The role of the Second Foundation is entirely different. Its job is to predict the moves of the five "independent" systems. The Second Foundation player submits to the GM, each "movement" season, the orders which he believes the five "independent" players are going to submit. Every time he successfully "predicts" more than half of the orders, the First Foundation receives an additional Fleet (which must start in Terminus), which does not count towards his supply-factor count (a "Flying Dutchman"). These "Flying Dutchmen" are removed only if destroyed in a battle.

10. If all of the First Foundation supply sectors have been captured, and only Flying Dutchmen remain on the board, these units are ordered by the Second Foundation player for the remainder of the game (or until they have been eliminated by being destroyed in battle). The Second Foundation player, it should be noted, remains anonymous throughout the entire game -- he is known only to the GM.

11. The game ends when one of the following conditions has been met:

a. The First Foundation controls 16 or more of the 30 supply sectors on the board at the end of a WINTER season. In this event, the winner is the First Foundation player unless more than half of the Foundation units on the board at the end of the game are "Flying Dutchmen".

b. All of the supply sectors of the First Foundation have been captured, and one of the remaining players (Second Foundation included) controls 16 or more supply sectors at the beginning of a WINTER season. In this event, the winner is the player controlling the 16 or more supply sectors.

c. All of the units of both Foundation players have been eliminated from the board. In this event, the winner is the player who has the largest number of units on the board at the end of the WINTER season in the year in which the last Foundation unit is removed from the board.

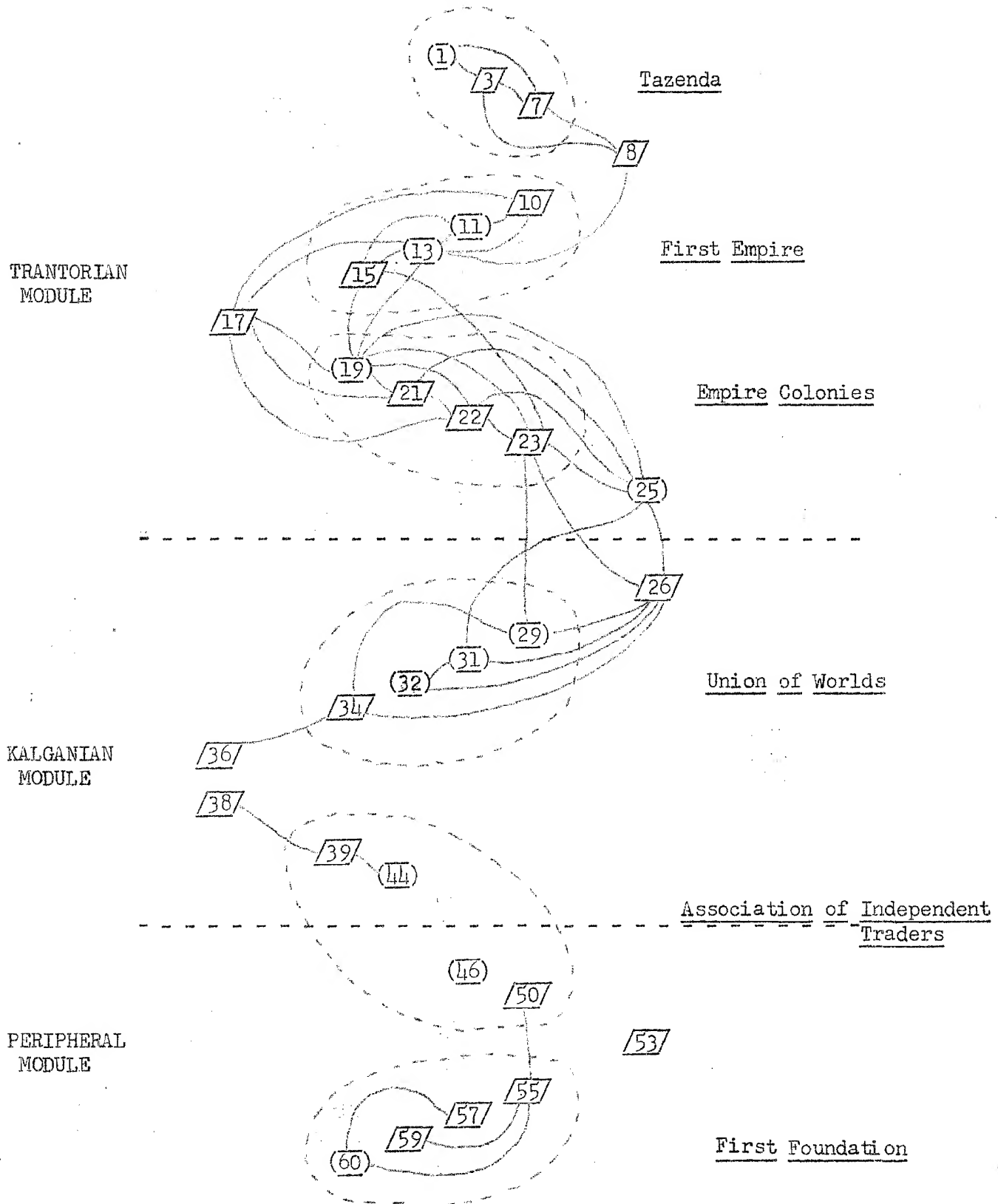
The Players -- Two more players are needed to fill the roster of the first game. A volunteer is requested to play the part of the Second Foundation, as it is such a unique type of "country", and as its chances of winning are so small. The Second Foundation volunteer will, in accordance with Rule #10, above, remain anonymous to all but the GM.

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Map Quiz Answers (number of points for correct answer is in parentheses after each answer) -- 1. North Sea (2), 11 (2); 2. Burgundy (1), Munich (1), Rumania (1), Galicia (1), Trieste (1), Venice (1); 3. Baltic Sea (1), North Sea (1), English Channel (1), Mid-Atlantic (1), Tyrrhenian Sea (1), Ionian Sea (1); 4. Paris (1), Munich (1), Moscow (1), Warsaw (1), Serbia (1), Budapest (1), Vienna (1); 5. Tunis (1), London (1); 6. Barents Sea (2); 7. Portugal (2); 8. Clyde (1), London (1), Tunis (1), North Africa (1), Portugal (1), Paris (1), Syria (1), Albania (1), Naples (1); 9. Barents Sea (1), Skagerrak (1), Helgoland Bight (1), Eastern Mediterranean (1); 10. North Sea (2), 6 (2); 11. Baltic Sea (1), North Sea (1), Aegean Sea (1), Black Sea (1); 12. Gascony (1), Burgundy (1), Ruhr (1), Kiel (1), Ukraina (1), Bulgaria (1), Serbia (1), Rumania (1), Galicia (1), Budapest (1), Trieste (1), Tyrolia (1); 13. Austria-Hungary (1), 4 (1); 14. England (1), 11 (2); 15. Tunis (1), Spain (1), Denmark (1), Sweden (1), Norway (1); 16. North Sea (1), Mid-Atlantic (1), Ionian Sea (1); 17. Barents Sea (1), North Atlantic (1), Irish Sea (1), Eastern Mediterranean (1); 18. Edinburgh (1), Liverpool (1), North Africa (1), Portugal (1), Marseilles (1), Paris (1), Brest (1), Belgium (1), Warsaw (1), Syria (1), Naples (1); 19. Clyde (1), Tunis (1), North Africa (1), Portugal (1), Denmark (1), Sweden (1), Constantinople (1), Naples (1); 20. Serbia (1), 5 (1).

Rating Scale: 91-100, you cheated; 81-90, you know your map well; 71-80, still pretty good; 61-70, about average; 60 or below, hmmmmmm....

## THE FOUNDATION GAME -- Opening-Move Linkages Between Supply Sectors



Key: ( ) -- 3-supply factor supply sector

▢ -- 2-supply factor supply center

RHOVANION: A HISTORY  
by Rod Walker

We know very little of Rhovanion -- we barely know where it was. How it came to be, or what its fate was, we can only guess. We know the name of only one of its Kings, Vidugavia. We know he had a daughter, Vidmavi, who married Valacar of Gondor, and that their son Eldacar was also known by a Rhovanionic name, Vinitharya. Beyond that we know only that the plagues and attacks of the Easterlings, 17th-20th Centuries T.A., swept over that region, and that Eorl the Young came from that vicinity.

Horses were sacred to the Rohirrim, that is plain. Their names do not show it, but they may have been descended from the rulers of Rhovanion. The names given to the rulers of Rhovanion sound Indo-Aryan; they are very like names common to the rulers of Hindu India long ago, for whom the prefix Vidu- was common (Viduvamshi, Viduvarman, Vidudeva, etc.). Vinitharya sounds as if it were fresh out of the Rigveda.

We may therefore postulate this: Rhovanion was peopled by persons who spoke an Aryan tongue -- our ancestors. At some time, perhaps about the time of the 17th Century plagues, their tongue had become differentiated into the centum and satum branches which philologists distinguish today. The people of the satum branch eventually moved east, out of history until they entered India, and the others remained behind, where they founded the Kingdom of Dale and (later) the Mark of Rohan. The names Bard, Brand, and Girion bespeak a people less differentiated in language from the time of Vidugavia than do the names Eorl, Thengel, and Theoden.

Let us postulate that, some time after the first fall of Sauron, a group of Aryan-speaking people settled in Rhovanion and founded Kingdoms there. The most powerful of them lay between the Celduin (Running) and the Greenwood (later Mirkwood). The capital was at Celdunapar, which lay on the Celduin. Another main city was that of Dôlapar, which lay north of Esgaroth on the site of the more modern Dale. Its founder, Vidurava, founded a line which failed in the male line only twice in 1500 years:

365-389	Vidurava I
389-421	Sivarava I
421-454	Ravavishnu
454-473	Viduhapia
473-502	Bardasavia I
502-516	Bardasavia II
516-561	Bardasavia III
561-586	Gironavia I
586-590	Sivarava II
590-632	Ravagavia

Now, Bardasavia III had one child, a daughter, Birdamavia, who could not assume the throne, owing to the Salic Law. The throne passed to Gironavia, a descendent of Sivarava I through his daughter Sivamavia. Gironavia's son, Sivarava II, married Birdamavia, and they had a son; but Sivarava soon died, and Birdamavia married a noble, Ravagavia, who became King. When he died, his son Murogavia did not succeed, but rather the son of Sivarava II, Sivarava III. But when Sivarava III died, his son Bardasavia IV was forced to divide his patrimony with the son of Ravagavia, Murgavia I. The latter took the capital Celdunapar, so Bardasavia went north to Dôlapar.

Line at Dôlapar:

660-689	Bardasavia IV
689-751	Gironavia II
751-793	Vidurava II
793-807	Sivarava IV
807-832	Bardasavia V

## Line at Celdunapar:

660-736	Muragavia I
736-749	Muragavia II
749-760	Kalodhavi
760-793	Durosanga
793-815	Muragavia III
815-832	Indurava (Induragavia) I

The last rulers of Dolapar were brothers; the first died childless, and the only son of Bardasavia V died in battle with his father in 832. So Indurava of Celdunapar became King of All Rhovanion. He was a powerful and wise ruler, healing the hurts of a Kingdom so long divided. His descendents expanded their realm east and south:

832-865	Indurava I
865-902	Indurava II
902-929	Bardasavia VI
929-942	Pratimarga
942-975	Bimasanga
975-993	Gironavia III

Gironavia III died without sons; the husband of his daughter Giramavia succeeded. These were days of decreased power for Rhovanion:

993-1027	Vidugavia I
1027-1043	Vinitharya I
1043-1067	Bardamavia VII
1067-1102	Vidugavia II
1102-1139	Vinitharya II
1139-1152	Gironavia IV
1152-1170	Sivarava V
1170-1197	Vidugavia III
1197-1231	Gironavia V
1231-1267	Vidugavia IV

It is at this point that this history of Rhovanion comes to light through the history of Gondor. Sivarava V and Vidugavia III, both sons of Gironavia IV, died childless. The son of their younger brother Bardasavia became Gironavia V. His son was Vidugavia IV; it was this King whose daughter Vidumavi married Valacar of Gondor, son of Romendacil II. The child of this marriage, later Eldacar, King of Gondor, was called Vinitharya, twice a royal name in Rhovanion. Meanwhile, Vidugavia's son acceded:

1267-1298	Bardasavia VIII
1298-1322	Sivarava V
1322-1328	Indurava III
1328-1360	Partuhavi
1360-1383	Chuolanaga I

When Indurava III died childless, his brother Partuhavi succeeded. He was, in turn, duly succeeded by his son Chuolanaga; but in 1383 the throne was usurped by one Gironavia, son of Partuhavi's younger brother Vidusinha. Thus began the Great Cousins' War, in which the son and grandson of Chuolanaga I, bearing the same name, contested the throne with usurpers of the line of Vidusinha. The usurpers eventually triumphed, and the son of Vidusinha II came to the throne unopposed:

1383-1416	Gironavia VI, <u>usurper</u>
1416-1428	Bardasavia IX, <u>usurper</u>
1428-1432	Chuolanaga II
1432-1441	Vidusinha I, <u>usurper</u>
1441-1464	Chuolanaga III
1464-1485	Vidusinha II, <u>usurper</u>
1485-1527	Vidusinha III

The Great Cousins' War exhausted Rhovanion; the old capital, Celdunapar, was being replaced by the northern capital, Dôlapar. The line of Vidusinha, though victorious, was grievously wounded, and soon engaged in internicene wars of its own. In the 17th Century great plagues and invasions of barbarians swept across Rhovanion, and there were many years in which there was no King. Eventually, there came the Great Interregnum:

- 1527-1541 Vidusinha IV, son of Vidusinha III
- 1541-1580 Bardasavia X, son of Vidusinha IV
- 1580-1599 Gironavia VII, son of Bardasavia X
- 1599-1604 interregnum and civil war
- 1604-1634 Vidusinha V, son of Indurava, 3rd son of Vidusinha IV
- 1634-1636 Gironavia VIII, son of Vidusinha, 2nd son of Vidusinha IV
- 1636-1638 interregnum
- 1638-1642 Bardasavia XI, son of Gironavia VIII
- 1642-1647 Bardasavia XII, who married Giranavia, daughter and only child of Bardasavia XI
- 1647-1656 interregnum
- 1656-1662 Bardasavia XIII, a descendent of Vidamavia, daughter of Vidusinha IV
- 1662-1690 The Great Interregnum

During the Great Interregnum, Celdunapar was destroyed, and the people of Rhovanion were scattered. Some went east and were lost. Others went north, far north, to the sources of the Anduin, where they became the ancestors of a horse-breeding people. Still others went south, entering into the service of Gondar. But some moved toward the northern city, Dôlapar. They were led by Bardasavia, son of Bardasavia XII. His son, Gironavia, founded a new Kingdom at Dôlapar. But the days of glory of Rhovanion were ended. The new city came to be known by a shortened version of its old name, Dale. Gironavia (VIII) still bore the old form of that name, but soon shortened and changed it to signify the new Kingdom that had been founded. He was Girion I of Dale. Other names changed: Sivarava became Savar, Vidusinha became Vidan, and Bardasavia became Bardan or Bard. Here follow the Kings of Dale to T.A. 1900:

- 1690-1716 Girion I
- 1716-1742 Bard I
- 1742-1759 Girion II
- 1759-1793 Savar I
- 1793-1814 Savar II
- 1814-1849 Vidan
- 1849-1851 Bard II
- 1851-1885 Girion III

In this year also died Girion's only son, Bard. The Kingship passed to Girion, son of Girion III's younger brother Vidan, who married Savara, daughter of Savar II. Bard II, Girion III, and Vidan were all sons of King Vidan, who had married Thadalia, daughter and only child of Girion II:

- 1885- Girion IV

At this point, the Kings of Dale still bore the title, King of Rhovanion, but it was without meaning. Powerful though their Kingdom was, it was but a shadow of the Rhovanion that was. Still, the horse-breeders of the upper Anduin acknowledged them, and embassies from Gondor came to them, though addressed to the "King in Rhovanion". That was true enough. It is said that the Kings of Dale also had traffic with the Dwarves of Moria, but no evidence exists to support this claim. At least they never dealt with Sauron or any of his evil underlings. Certainly it is true that there is much traffic between Dale and the Elves which dwelt in Greenwood the Great, and if the Kingdom was not powerful, it was certainly merry and often full of visiting Elves.

## VARIANT DIPLOMACY GAMES -- A Brief Description (Part I)

a. 3x3 Team, Turkey Omitted -- One of the basic variants, in which TURKEY is omitted, and the remaining six players are teamed up in two teams of three players each. In progress so far in this group are games 5A, 5C, 6U, 6AQ, and 7H (underlined games have been completed). Three of the five games (5C, 6AQ, and 7H) consisted of teams of A-H/FRA/RUS vs GER/ENG/ITA; in 5C, the team of ENG/GER/ITA won FALL, 1905. In game 5A the teams were A-H/ENG/FRA vs GER/ITA/RUS, with the latter winning FALL, 1902 when the former resigned/surrendered. In game 6U, the teams were A-H/ENG/RUS vs FRA/GER/ITA, with the former winning FALL, 1908. The main problem with a 3x3 team game with the 7th country omitted is that the game usually degenerates into what is essentially a two-player game, with the Capt. of each team calling the shots and maybe even making the moves for his entire team. In fact, in game 6U, the six original players resigned FALL, 1905, and were replaced by two players, each playing three countries! It is our opinion that 3x3 team games will be very rare in the future, being replaced by 3x3 team games with Wild-card player, or, more likely, simply 2-man games; the spate of new 2-man games would seem to bear this out.

b. SuperDiplomacy -- This has got to be the most complex of the variants now being played -- in fact, it's so complex, that a complete set of rules doesn't even seem to exist! We have a sheaf of papers giving bits and pieces of the rules -- many of them hand-written and zeroxed -- but have been unable to put them all together and come up with a playable interpretation of the rules (particularly where the computation of casualties is concerned). We have asked the inventor, Dan Alderson, to write up a simplified and complete version of the rules so we could run a game in SUPERCAL, but he has been unable to do this to date. In fact, after reading through the SUPERDIP games-'zines, it would appear that many of the rules are being formulated or modified as the game progresses. We hope that someday Dan (who has been ill recently) will be able to get the rules compiled -- we still have a long roster of persons waiting to play their first SUPERDIP game.

Briefly, the entire Diplomacy board is utilized, being split up into 96 sectors. There are three types of units: armies, fleets, and dirigible airfleets, the movement of the last-named pieces being somewhat complex. More than one unit may be in a single sector, and, sometimes more than one supply center. There are "Great Powers" and "Small Powers", except that in Dan's games, only the seven Great Powers are played. Possible commands during SPRING and FALL seasons consist of "stand", "hold", "move", "attack", "support", and "convoy" orders; possible types of action during SUMMER and WINTER are "build", "convoy", "destroy", "ground", "support", and "transfer". The sections concerning "retreats" and "battles" are also quite complex.

Two SuperDiplomacy games are in progress at the moment: 5B and 6P -- both run, of course, by Dan Alderson. Jim Goldman attempted, in WART HOG, to get a game started with both Major and Small Powers played, but he was unsuccessful. We understand some SuperDiplomacy has been played across-the-board on the West Coast. We also understand that Dan's rules were designed primarily to enable the Gamesmastering to be handled by computer -- which would seem to be a very practical way to handle the complexities which can arise.

c. 5-man, Russia & Turkey omitted -- Another basic variant (following the Games Research rulebook's suggestion for a 5-man game, as did the elimination of Turkey in the 3x3 team game follow the rulebook's suggestion for a 6-man game). So far, three games have been started -- 5D, 3A, and 7G, with 3A being won FALL, 1906 by ITALY. We have insufficient information on which to evaluate this variant -- but it does not seem to be very popular.

d. 6-man, Turkey omitted -- the basic 6-man variant suggested in the Games Research rulebook. The only postal game, 6A, was won FALL, 1907 by ITALY. We played one game of this, across-the-board, and don't like it -- preferring Calhamer's more recently suggested version with ITALY omitted, but armed.

e. Middle-Earth II -- This was the first variant based on Tolkien's "Lord of the Rings" trilogy to be played postally -- and the first real variant in DIPLOMANIA. It started in DIPLOMANIA as game TWJ-1966-DM, and was later transferred to FANTASIA as FAA. Only one game is currently being played, but the roster of a second game has been opened in FANTASIA.

MIDDLE-EARTH I was a game devised by James Wright, the map for which was published by John Boardman in GRAUSTARK #76. We played a slightly revised version of this on a map drawn up by Terry Kuch, and found several weaknesses. We then make extensive revisions in the map and the rules, and came up with M-E II, which was played across-the-board twice, and found to be an improvement over M-E I. The players enjoyed it, and so a postal game was started. Since FAA was started, several other M-E games have been designed and started, but it is the opinion of the players who have played in them all that M-E II is the most playable (and enjoyable) of the lot (although there could be some changes made in the board which would bring it more into line with the books). This is why M-E II is the only one of the current variants we will open to future games.

The board was published in DIPLOMANIA #2, with changes noted in DIPLOMANIA #4. The rules were published in DIPLOMANIA #4, with changes as noted in DIPLOMANIA #9. Basically, there are five countries (ARNOR, GONDOR, MORDOR, RHOVANION, and ROHAN) of three supply centers each, with an additional 13 neutral supply centers (28 supply centers in all). It takes 15 supply centers to win. It is played essentially the same as Regular Diplomacy, except that Fleets are not built, but are created out of existing armies, with the reverse process ("scuttling") also being possible. It is primarily a land game, so there is not much scope for sea-action, and few fleets have been built in games played so far.

The principal weakness in the games played so far seems to be that MORDOR is a bit too weak. We propose to remedy this in the new FANTASIA game by adding another neutral supply center in Ash Mountains, where it can be occupied immediately after the game begins by MORDOR, and thus give MORDOR one additional unit as the game progresses. We recommend this variant to persons desiring a simple variant on a different map than the one used in Regular Diplomacy.

f. Anonymity, 7-nation -- This game is played exactly like Regular Diplomacy, with one exception -- none of the players know who any of the other players in the game are. Any diplomacy to be conducted must thus be conducted in the open, through their propaganda which is printed in the magazine. There are opportunities for codes to be developed by the various players, and for extensive use of "black" propaganda (i.e., of propaganda written by one player under the "by-line" of another) to confuse the diplomatic efforts, etc. (although some players have developed systems of identifying their own propaganda to the persons with whom they are trying to conduct diplomacy). This is a particularly interesting game for those persons who have little time to conduct extensive written diplomacy with the individual players -- and for those persons who are particularly persuasive with words and who are not afraid to compete openly, in lieu of secret behind-the-scenes diplomacy, for the support of other players. This has been one of our more popular variants (perhaps the players like the challenge of the "open" diplomacy) (or maybe they're just lazy), with three games (6C, 6H, and 6W) currently in progress. No new games are open at the moment, but we will open one if there is sufficient demand upon our return from overseas this August.

g. Economic I -- This game was based upon the text of a letter from Jerry Pournelle to Dan Brannan, which was printed by Dan July 23, 1965, as a fanzine for APA L fractional distribution #40 $\frac{1}{2}$ , incorporating changes suggested by Dan. Unfortunately, the printed text made no reference to one of Jerry's basic rules, which was that there was no relation between the number of units on the board and the number of supply centers held. So, in our game, the same relationship applies as in Regular Diplomacy, and the game is thus more of a game of Regular Diplomacy with economics



than a true economic game. We anticipate that game 6D, which is currently in progress in DIPLOMANIA as game DBB, will be the only game of this version ever played -- but that it has, at least, pioneered other, more sophisticated versions of economic Diplomacy -- which could well become the "Diplomacy" game of the future.

The rules for 6D were first suggested in DIPLOMANIA #5. They were discussed in subsequent issues, with revised rules being printed in DIPLOMANIA #8, and another, revised set being printed in DIPLOMANIA #1. Since then, there has been more discussion, and another small change or two (ref. DIPLOMANIA #'s 4-6). Essentially, every action, including continued maintenance of units on the board, must be paid for, with actions involved in battles costing more than actions in which conflicts were not involved, thus penalizing warlike actions. Income comes from the supply centers held, plus "investment" and, until just recently when we cut it out to slow down the too-rapid economic growth, "foreign trade". Despite its lack of meaning here due to the missing rule, economics provide another interesting and realistic dimension to Diplomacy, and can be utilized in many different ways in many different variants. It will probably be used much more frequently in future variants.

h. 3x3 Team, Italy omitted -- This was based upon the 6-man game, with ITALY omitted and armed, which was suggested by Calhamer fairly recently in lieu of the version suggested in the rulebook. It has the same problem as variant a, frequently turning into what is essentially a two-player game. The two games currently in progress are 6E and 7L, the former having teams of ENG/FRA/GER vs A-H/RUS/TUR, and the latter teams of ENG/FRA/RUS vs A-H/GER/TUR. Game 6E, in DIPLOPHOBIA, will shortly be over most probably, with the E-F-G team triumphing; we will be interested in seeing the results in 7L. But we hold very little hope for 3x3 team games with a seventh country omitted, no matter how the two teams are set up.

i. Mythomacy II -- Terry Kuch arrived at a Gamesmen meeting one night with an "idealized" board which he wished to test. This consisted of six countries, to which he had assigned "mythical" names of GAILLARDIA, LAPUTA, MU, EREHWON, GRAMARYE, and LEMURIA, one of which (EREWON) was completely land-locked, and depended upon portaging to get a fleet constructed in an inland supply center moved to the sea; it also contained one country, LAPUTA, which has one of its three supply centers on an island. We played one game across-the-board (winning as GAILLARDIA), and liked it (maybe we were prejudiced?). At any rate, the map of this game, MYTHOMACY I, appeared in DIPLOMANIA #4.

We later revised MYTHOMACY I, printing the new map in DIPLOMANIA #8; the rules appeared in DIPLOMANIA #9. The first postal game of this variant was thus launched in DIPLOMANIA as IY, becoming FBB when it was transferred to FANTASIA. The same six countries are involved in the postal game, each having three supply centers, with 11 neutral supply centers. A win requires 16 of the 29 total centers on the board. Armies and fleets operate just as they do in Regular Diplomacy. We might add that names were later adopted for the provinces (they had numbers up until then), based upon a set submitted by Dan Alderson (see FANTASIA #'s 4 and 6). This is another simple variant recommended for persons wishing to play on a different board.

j. 3x3 Team, with Wild-Card player (Italy) -- In an attempt to get around the tendency for 3x3 team games to degenerate into essentially 2-player games, we introduced the concept of the "Wild-card" player -- a player playing the seventh country, with additional supply centers and units, to enable him to compete with the two teams (in other words, we now have, essentially, a 3-player game). We chose ITALY in the first such game, starting it simultaneously with the first game of variant h, to give it a good test. Unfortunately, we didn't make ITALY strong enough, and this, plus the geography of the board, kept the Wild-card player from ever becoming a really important third force. We believe that the current and only game of this variant, 6G, will remain the only one (teams of ENG/FRA/GER vs A-H/RUS/TUR), but that 3x3 games with GERMANY or RUSSIA as the reinforced Wild-Card player

(or maybe with ENGLAND as the W.C. player) have an excellent chance of succeeding. The current game should be over shortly, with the ENG/FRA/GER team winning. (We would like to add another note about the preceding variant, i, before moving on -- the game in progress is 6F; also, GAILLARDIA was another unique country, having two of its supply centers on one side of the sea, and the third on the other.)

k. Mordor-Versus-the-World I -- Dan Alderson suggested a variant on Middle-Earth II Diplomacy which was designed to bring the play of the game more into line with the books on which the game was based -- with MORDOR extremely powerful, requiring the other nations to band together to defeat him -- and the Ring the central element in the game. Rules for this (and changes to be made to the M-E II board) were published in DIPLOMANIA #8, with changes in DIPLOMANIA #9. The revised board and rules were published in FANTASIA #1, with a table of possible actions in the game published in #3, and a rule-interpretation published in #11. Two games of MVTW-I are in progress in FANTASIA -- 6I and 6L; MORDOR has almost won in 6I, but is getting beaten in 6L (Mebane plays MORDOR in 6I, utilizing a blitz from the first move onward; Margaret Gemignani plays MORDOR in 6L).

MVTW is unlike a Diplomacy game in some respects. The same five countries are in the game as in e, but each country has one Double-Army and two Single-Armies except MORDOR, who has six Double-Armies and one Triple-Army (MORDOR has seven supply centers -- the three in MORDOR, plus four single external centers. The Ring starts the game in ARNOR, in The Shire. There are six seasons -- two for "movement", two for "building" (although building may occur in only one -- the other is for specific actions concerning The Ring), and two for "retreats". There are no fleets, but armies may build non-combattant "boat bunches" for movement across the sea-provinces. The object of the game is to do one of the following: 1. A player who is not "wearing the Ring" must get the Ring to Barad-Dur; 2. The MORDOR player must get his Triple-Army into the same province as the Ring; 3. Destroy the MORDOR Triple-Army. In the second case, MORDOR wins; in the other two cases, the winner is the player, other than MORDOR, who has the most units (counting Double-Armies double). It should be added that the Triple-Army represents Sauron, and the Double-Armies each represent key characters from the Tolkien trilogy.

The problem with this version is that MORDOR is too strong; a blitz tactic such as that used by Banks will most likely produce an equivalent result in every game in which it is used. Some of the later MVTW games, therefore, have attempted to get around this problem by having MORDOR have one or two Single-Armies in place of a couple of his Double-Armies; these versions have a greater chance of success than variant k.

l. Twin-Earths -- This variant is the same as Regular Diplomacy, except that there are two boards which are exactly alike (levels I and II), with each player playing the same country on both boards. Moves may be made between levels between corresponding provinces only (e.g., from Munich I to Munich II). For the purposes of totaling supply centers and units, both boards are counted as one. The game's rules were published in DIPLOMANIA #9, as game NH; it was later transferred to DIPLOMANIA as DDD, and its designation is 6J. Some of the players dislike it intensely, and some think it's a lot of fun. It is, though, a great deal of work (with all the pieces to move and all the orders to be written) for both players and GM. Also, it is not sufficiently unlike the Regular game to stimulate continued interest. We have several new games involving more than one board under consideration, and will be opening one up later this Fall. Variant l will see only one game -- but it will lead to many and varied off-spring. Oh, yes -- the game was based on a suggestion by Dan Alderson.

m. Mordor-Versus-the-World II -- This is exactly like MVTW-I, except that MORDOR has three Single-Armies in place of three Double-Armies. In the only game of this in progress (6K), MORDOR will win -- but he was very lucky. In this variant, MORDOR is too weak. We believe a proper balance would be reached with two MORDOR Double-

armies replaced by two Single-armies instead of three. This variant, too, will probably see no more games. It should be noted here that two more games of MVTW were announced, and the rosters filled, but they were delayed by the GM until versions I and II had had a test to see which version they should be, and he later cancelled them; these were DIPLOMANIA games QM and RM.

n. Chaos -- This is played exactly like Regular Diplomacy, except that each of the seven players submits seven complete sets of orders (one for each country) each turn, which are then drawn from a hat by the GM, and used as the orders governing the movement of the pieces on the games-board. Thus, each player has one chance in seven each turn of his orders being drawn. The players (unless they have fantastic good luck) to do well in this game must rely heavily upon Diplomacy (e.g., "I'll write the orders you want me to if you'll write the orders I want you to.") -- each person a player talks into writing a favorable set of orders increases his chances by 1 in 7 of having a favorable set of orders drawn (and, if a player sends in no orders, the odds become 1 in 6, etc.). Rules were printed in DIPLOMANIA #11. The real problem in this game, as we see it, will be to get the game over with -- it will go on forever (unless a fantastic streak of luck "accidentally" pushes someone over the top), with the lead swinging back and forth with the players switching sides against the new leader, unless the players gang up on one person at a time and knock him out in order to reduce the odds so their moves are more likely to be drawn. Of course, deciding who to knock out is a major problem -- a player certainly wouldn't want to knock out someone who had been writing favorable orders for him -- but, then, if he were to side with the other five against the unfortunate player, he'd be next...

Of all the variants in our magazines, Chaos ranks as one of our top four or five favorites -- one that we'd like very much to play ourselves if someone out there would run a game of it in his magazine. Anyone????? Two games -- 6M and 6AM, going.

o. 9-Man Game (Miller Version) -- This started out as an 8-man game, but, disliking the "halving" of the board which so often occurs in games where the number of players is even, and desirous of getting better play-balance, we built it into a 9-man game. To design the map, we spent several evenings and long hours of research, trying to obtain a situation as close to that which existed in 1901 as possible. We used a 1900 map from our 1901 encyclopedias, making a few changes (in the status of Poland, Finland, and Montenegro, primarily) to make the game playable. We added the ideas of partial and total insurrection, of the staging areas for reinforcements from colonies, etc., as part of our effort to make the resulting military situation, and, in particular, the resulting military strengths, agree with those as of the 1900 census. While it's true that all of these insurrections didn't occur in reality, they were meant to slow down the development of the major powers at the expense of their neighbors -- to make the major powers pause to take care of their internal difficulties before practicing external aggression. We also made Germany very powerful, with potential for rapid military growth, to fit the role of the aggressor -- gave France a colonial base in Algeria (and a naval base in Algeria), and gave the United Kingdom bases in Gibraltar and Cyprus (with no supply centers), and in Egypt (with supply center). The entire board is utilized, with the seven nations in Regular Diplomacy being present, plus IBERIA and SCANDINAVIA. Every country has four or more supply centers, but at least one center for each country is in partial insurrection at the start of the game, and there are three centers (two for Russia and one for France) which are in total insurrection. There is also a partial choice-of-builds at the beginning of the game.

The rules to the current game (6N) are published in DIPLOMANIA #11, and the board is published in DIPLOMANIA #1. The victory criterion is 27 units, there being 52 supply centers on the board. The map is, of course, a redrawn version of the Regular Diplomacy map, with added and/or changed provinces and boundaries -- as, we said earlier, Europe actually was in 1901, instead of how they were in 1914 (as on the Regular map). This, too, is one of our favorite variants (indeed, we are now playing in 6N). The map will also take 7- and 8-man games.

(To be continued in DIPLOMANIA #18)

# ROSTER OF VARIANT POSTAL DIPLOMACY GAMES (Addenda and Corrigenda)

This is a listing of the variant postal games for which we have information. As games 1965Aa through 1966Am were listed in DIPLOMANIA 14/15, we will present only the variant designation, magazine, and Gamesmaster in this listing, omitting the countries and players (unless the countries and/or players changed since issue 14/15, in which case we will list the entire entry); we will also give complete info for all games added since issue 14/15. All Gamesmasters and players please check this listing for accuracy, and send us corrections where appropriate. This list overlaps slightly with John Boardman's listing of "Regular" games in GRAUSTARK, in that we consider 5- and 6-man games, anonymous games, and team games as variants rather than Regular games; otherwise, this list complements the GRAUSTARK roster, and the two rosters together constitute a complete survey of postal Diplomacy as far as we know (we hear rumors of carbon-copy games being run by Avalon-Hill enthusiasts, but we have not yet been able to trace this down). The variant codes used in this roster are the same as those presented in DIPLOMANIA 14/15, with the following additions and corrections:

- |   |  |
|---|--|
| j. 3x3 Team, with Wild-Card Player (Italy).   | am. Imperialism VII (revised).                   |
| u. 3-man (2 teams & Wild-Card Player (Eng.)).   | an. Europe 1650.                                 |
| v. Napoleonic Diplomacy (5-man, Italy and Germany omitted) (also known as "Calhamer 5-man Game"). | ao. Italy 1500.                                  |
| ae. World War I Diplomacy.  | ap. 3x3 Team with 2 Wild-Card Players (?-board). |
| af. Parlement.  | aq. Imperialism IX.                              |
| ag. Economic II.  | ar. 3-man (2 teams & Wild-Card Player (Russia)). |
| ah. 3x3 Team with Wild-Card Player (Ger.) (o-board).  | as. 2-man (Eng. omitted).                        |
| ai. Lebling Variant (Neutrals armed).   | at. Imperialism VIII (revised).                  |
| aj. Mordor-Versus-the-World III.  | au. Omnibus Diplomacy.                           |
| ak. Economic III.   | av. Hyperspace II.                               |
| al. Simulation Diplomacy I.   | aw.  |
|   | ax.  |

1963Ac (? ; GM: John Boardman; Boardman Designation 1963A) --

A-H: Dave McDaniel; ENG: Stuart Keshner; FRA: Fred Lerner; GER: James Goldman; ITA: Derek Nelson (Won FALL, 1906).

1965Aa (GRAUSTARK; GM: John Boardman; B.D. 1965Jt; Won FALL, 1902 by Scarborough Tories -- GER: Derek Nelson, ITA: Robert Lake (Capt.), RUS: John Davey).

1965Bb (NORSTRILLIA NOTES, with propaganda in THE WERELD SCHEMERING WEEKLY WOMBAT & related 'zines NORSTRILLIA and UNTITLED SUPERDIPLOMACY FANZINE; GM: Dan Alderson.

1965Ca (GRAUSTARK; GM: John Boardman; B.D. 1965Nt; Won FALL, 1905, by team of ENG: Ovilla Pattee, GER: John Koning (Capt.), ITA: Kim Pattee).

1965Dc (MISKATONIC UNIVERSITY; GM: Anders Swenson; trf. from LUSITANIA with WINTER, 1905 moves; Boardman Designation 1965O) --

ENG: Charles Reinsel; FRA: Charles Brannan; GER: Bill Bogert; ITA: John McCallum; A-H: Conrad Von Metzke.

1966Ad (GRAUSTARK; no GM; B.D. 1966G; Won FALL, 1907 by Donald Berman, ITALY).

1966Be (FANTASIA; GM: Don Miller; Game FAA; began in DIPLOMANIA as DM) --

ARNOR: George Parks (Repl. Quelle 3004 by Wayne Hoheisel); GONDOR: Alan Huff; MOR-DOR: Jim Latimer (out Coire 3005); RHOVANION: Frank Clark; ROHAN: Banks Mebane.

1966Cf (DIPSOMANIA; GM: Don Miller; Game DAA; B.D. 1966J; began in DIPLOMANIA as EE). Usual 7 players (anonymous until game ends); A-H and GER eliminated WINTER, 1904.

- 1966Dg (DIPSOMANIA; GM: Don Miller; Game DEB; began in DIPLOMANIA as GC) --  
 A-H: Dave Lebling (elim. WINTER, 1903); ENG: Alan Huff; FRA: Sidney Get (Repl. by Bob Cline, SPRING, 1902; repl. by Chuck Carey, SPRING, 1903); GER: Charles Brannan; ITA: Jerry Pournelle (repl. by Richard Shagrin, AUTUMN, 1902); RUS: Terry Kuch; TUR: Frank Clark.
- 1966Eh (DIPLOPHOBIA; GM: Don Miller; B.D. 1966St; Game PDB; began in DIPLOMANIA as HT).  
1966Fi (FANTASIA; GM: Don Miller; Game FBB; began in DIPLOMANIA as IY) --  
 EREHWON: Jim Latimer; GAILLARDIA: Mark Owings (repl. SPRING, 1903 by Dave Lebling); GRAMARYE: Sid Get (repl. FALL, 1901 by Rick Brooks); LAPUTA: Margaret Gemignani; LEMURIA: Alan Huff; MU: Jay Haldeman.
- 1966Gj (DIPLOPHOBIA; GM: Don Miller; Game PGD; B.D. 1966Ut; began in DIPLOMANIA as KTE).  
1966Hf (DIPSOMANIA; GM: Don Miller; Game DCA; B.D. 1966V; began in DIPLOMANIA as LE).  
1966Ik (FANTASIA; GM: Don Miller; Game FCC; began in DIPLOMANIA as MME) --  
 ARNOR: Jim Latimer; GONDOR: George Parks (repl. Quelle 3001 by Wayne Hoheisel; elim. Coire 3003); MORDOR: Banks Mebane; RHOVANION: Mark Owings (repl. TUILLE 3003 by Fritz Muhlhauser); ROHAN: Alan Huff.
- 1966Jl (DIPSOMANIA; GM: Don Miller; Game DDD; began in DIPLOMANIA as NH) --  
 A-H: Margaret Gemignani; ENG: Dave Lebling; FRA: Jim Latimer; GER: Ron Bounds (Repl. SPRING, 1903 by Chuck Carey); ITA: Wayne Hoheisel; RUS: Jim Sanders (Repl. FALL, 1903 by Jay Haldeman); TUR: Alan Huff.
- 1966Km (FANTASIA; GM: Don Miller; Game FEC; began in DIPLOMANIA (no moves) as OM).  
1966Lk (FANTASIA; GM: Don Miller; Game FEC; began in DIPLOMANIA (no moves) as PM) --  
 ARNOR: Jay Haldeman; GONDOR: Alan Huff; MORDOR: Margaret Gemignani; RHOVANION: Mark Owings (repl. HRIVE 3002 by Fritz Muhlhauser); ROHAN: Jim Latimer.
- 1966Mn (DIPSOMANIA; GM: Don Miller; Game DEE-A; began in DIPLOMANIA as SE (no moves))--  
 A-H: Wayne Hoheisel; ENG: Rick Brooks; FRA: John Koning; GER: Alan Huff; ITA: Jay Haldeman; RUS: Dave Lebling; TUR: Conrad Von Metzke (repl. FALL, 1903 by Latimer).
- 1966No (DIPSOMANIA; GM: Don Miller; Game DFF; began in DIPLOMANIA (no moves) as TN) --  
 A-H: Banks Mebane; FRA: Alan Huff; GER: Jim Latimer; IBERIA: Wayne Hoheisel; ITA: Ron Bounds (repl. FALL, 1901 by Dave Lebling); RUS: Jay Haldeman; SCANDINAVIA: Charles Reinsel (repl. FALL, 1902 by Chuck Carey); UNITED KINGDOM: Fritz Muhlhauser); TURKEY: Mark Owings (repl. SPRING, 1903 by Bob Ward; repl. FALL, 1903 by Don Miller).
- 1966Op (SUPERCALIFRAGILISTICEXPIALIDOCIOUS; GM: Don Miller; Game SAA; began in DIPLOMANIA (no moves) as UE) --  
 ANKARA: Jim Latimer; BELGIUM: Terry Kuch (out FALL, 1902); BERLIN: Hal Naus; BREST: Fritz Muhlhauser; BUDAPEST: Jim Sanders (out SUMMER, 1902); BULGARIA: Dan Alderson; CONSTANTINOPLE: Charles Reinsel (out WINTER, 1901); DENMARK: Fred Lerner (repl. FALL, 1901 by Alan Huff); EDINBURGH: Bob Ward; GREECE: Bob Weston (repl. FALL, 1901 by Michael McIntyre); HOLLAND: Dave Lebling; KIEL: Alan Huff (out SUMMER, 1901); LIVERPOOL: Rod Walker; LONDON: Banks Mebane; MARSEILLES: Rick Brooks; MOSCOW: Margaret Gemignani (out WINTER, 1902); MUNICH: Jay Haldeman; NAPLES: Greg Molenaar (repl. SPRING, 1903 by John Koning); NORWAY: Frank Clark; PARIS: Joe Haldeman (repl. SPRING, 1902 by Paul Budd); PORTUGAL: Ron Bounds (repl. FALL, 1902 by Chuck Carey); ROME: Mark Owings (repl. FALL, 1902 by Terry Kuch); RUMANIA: Bob Cline (repl. FALL, 1901 by Richard Shagrin); ST. PETERSBURG: Jack Chalker (repl. FALL, 1901 by Jim Sanders; out WINTER, 1901); SERBIA: Ron Parks (out WINTER, 1901); SEVASTOPOL: Jared Johnson; SMYRNA: George Parks (repl. FALL, 1902 by Mark Owings; repl. SPRING, 1903 by Margaret Gemignani); SPAIN: Wayne Hoheisel; SWEDEN: John Koning (out WINTER, 1901); TRIESTE: Conrad Von Metzke; TUNIS: C.W. Brooks (repl. SPRING, 1902 by Bob Weston); VENICE: Chuck Carey (out WINTER, 1902); VIENNA: John Boardman; WARSAW: Pat Oberenbt (repl. SPRING, 1902 by Bill Forlines).

- 1966Pb (MESKILIN MEMOS; GM: Dan Alderson; prop. in THE TOORLEY TRIENNIAL TURTLE).  
1966Qq (ASGARD ADDENDA; GM: Dan Alderson; prop. in THE ALPHEIM ANNUAL AARDVARK) --  
A-H: Conrad Von Metzke; ENG: Leonard Garland; FRA: Bob Ward; GER: Jerry Pournelle;  
ITA: Charles Brannan; RUS: John Smythe; TUR: Robert Lake (repl. ? by Phil Castora).
- 1966Rr (FANTASIA; GM: Don Miller; Game FHG; GGM: Wayne Hoheisel) --  
APACHE: Dave Lebling; BLACKFOOT: Conrad Von Metzke (repl. AUTUMN, 1602 by Paul Budd); CADDO: Margaret Gemignani (out WINTER, 1603); DAKOTA: Jim Latimer; ILLINOIS: Jay Haldeman; IROQUOIS: Don Miller; MUSKHOGEAN: Alan Huff; SHOSHONI: Fred Lerner (repl. WINTER, 1601 by Chuck Carey).
- 1966Ss (FANTASIA; GM: Don Miller; Game FIE) --  
ENGLAND: Banks Mebane; CAMPBELL: Margaret Gemignani; FRASER: Fred Lerner (repl. by Jay Haldeman, SUMMER, 1491); GORDON: Alan Huff; GRAHAM: Dave Lebling; KEITH: Wayne Hoheisel; MACDONALD: Ron Parks (repl. FALL, 1491 by Richard Shagrin; repl. WINTER, 1492 by Jim Latimer); MACLEOD: Michael McIntyre; STEWART: Rick Brooks.
- 1966Tt (FANTASIA; GM: Don Miller; Game FJF) --  
ANGMAR: Rick Brooks; ARNOR: Mark Owings (repl. TUULE TA 1903 by Wayne Hoheisel);  
CONDOR: Jay Haldeman; HARAD: Jim Latimer; MORDOR: Banks Mebane; RHOVANION: Huff.
- 1966Ua (STAB; no GM until FALL, 1905; GM after that, John Koning; Game Stab I; B.D. 1966ADt; Won FALL, 1908 by Jim Latimer, A-H/ENG/RUS, having repl., resp., Derek Nelson, John Smythe, and John Koning FALL, 1905).
- 1966Vu (STAB; GM: John Koning; Game Stab II; B.D. 1966AFt).  
1966Wf (DIPSOMANIA; GM: Don Miller; Game DGA; B.D. 1966AN).  
1966Xv (MISKATONIC UNIVERSITY; GM: Anders Swenson; B.D. 1966AP) --  
A-H: Christina Cartier; ENG: Clint Bigglestone (out FALL, 1904); FRA: Charles Turner (Won FALL, 1905); RUS: Gail Schow; TUR: Robert Adams.
- 1966Yv (MISKATONIC UNIVERSITY; GM: Anders Swenson; B.D. 1966AR) --  
A-H: Brian Bailey; ENG: Red Vance; FRA: Steve Henderson; RUS: Ernest Carrillo;  
TUR: Paul Moslander.
- 1966Zw (T.S. #2; Hal Naus, GM; Trf. to T.S. #2 from ADAG FALL, 1902, and to ADAG from NAME SPRING, 1902) --  
A-H: Bob Ward (repl. WINTER, 1901 by Brian Bailey; BARBARY STATES: Jerry Pournelle; ENG: Don Miller (repl. WINTER, 1901 by Christina Cartier); FRA: Rod Walker (repl. WINTER, 1901 by Paul Moslander); GER: Hal Naus (repl. WINTER, 1901 by Margaret Gemignani); ITA: Steve Cartier; PERSIA: Charles Reinsel; RUS: John Smythe (repl. WINTER, 1901 by Larry Peery); TUR: Dan Barrows.
- 1966AAx (BARAD-DUR; GM: Jack Chalker; Game GB-1966-XF).  
1966ABy (DIPSOMANIA; GM: Don Miller; Game DHG; GGM: Terry Kuch) --  
A-H: Jim Sanders (repl. FALL, 1901 by Fritz Muhlhauser; repl. FALL, 1903 by Mike Miller); ENG: Alan Huff; FRA: Frank Clark; GER: Mark Owings (repl. SUMMER, 1902 by Dave Lebling); ITA: Jim Latimer; RUS: Ron Bounds (repl. FALL, 1901 by Jim Sanders; repl. SPRING, 1902 by Gene Prosnitz); TUR: Wayne Hoheisel.
- 1966ACt (FANTASIA; GM: Don Miller; Game FKF).  
1966ADw (T.S. #2; GM: Hal Naus; trf. FALL, 1904 from ADAG; Game 1966XA; formerly game Adag V-1) --  
A-H: Jerry Pournelle; BARBARY STATES: Earl Thompson; ENGLAND: Christina Cartier; FRA: John Koning; GER: Gail Schow; ITA: Jim Goldman (out ?); PERSIA: Margaret Gemignani; RUS: Edi Birsan; TUR: Bob Cline (out SPRING, 1903).
- 1966AEz (T.S. #2; GM: Hal Naus; trf. FALL, 1905 from ADAG; Game 1966XB; ADAG V-1a formerly; B.D. 1966AYt) -- A-H, GER, ITA: Charles Turner (Won WINTER, 1905); ENG, FRA, RUS: Bob Cline (repl. SPRING, 1903 by Richard Shagrin; repl. SPR 1904 by Peery).



1966AFaa (EREHWON; GM: Rod Walker; Game vE2) --

ENG: Charles Turner; FRA: Frank Musbach; GER: Cliff Olilla; ITA: Conrad von Metzke (repl. SPRING, 1939 by Greg Long); RUS: Jack Longbine (repl. WINTER, 1938 by Richard Shagrin); TUR: Charles Reinsel.

1966AGaa (EREHWON; GM: Rod Walker; Game vE3) --

ENG: Peter Comber; FRA: Larry Peery; GER: Douglas Beyerlein; ITA: Greg Long; RUS: Dan Beckwith (repl. SPRING, 1939 by Margaret Gemignani); TUR: Brian Bailey.

1966AHab (EREHWON; GM: Rod Walker; Game vE4) --

AFRICA: Jack Longbine (repl. SPRING, 993 by Richard Shagrin); EGYPT: Margaret Gemignani; GAUL: Brian Bailey; HISPANIA: Banks Mebane; ITALY: Gail Schow; PONTUS: William West (repl. FALL, 993 by Michael Vaughn); SYRIA: Harry Manogg.

1966AIac (EREHWON; GM: Rod Walker; Game vE5) -- Frank Musbach.

1966AJad (EREHWON; GM: Rod Walker; Game vE6) -- Add: CHINA: Brian Bailey.

1966AKaa (EREHWON; GM: Rod Walker; Game vE7) --

ENG: Jim Latimer; FRA: Chuck Carey; GER: Michael Vaughn; ITA: Edi Birsan; RUS: Ernest Carillo (repl. FALL, 1491 by Greg Long); TUR: Jack Longbine (repl. FALL, 1491 by Bill Stewart).

1966ALv (MISKATONIC UNIVERSITY; GM: Anders Swenson; Game 1966MC; B.D. 1966BE) --

A-H: Brian Bailey; ENG: Bob Ward; FRA: Red Vance (repl. FALL, 1903? by ? Johnson); RUS: Charles Brannan; TUR: Jim Dygert.

1966AMn (DIPSOMANIA; GM: Don Miller; Game DEE-B) --

A-H: Wayne Hoheisel; ENG: Rick Brooks; FRA: John Koning; GER: Alan Huff; ITA: Jay Haldeman; RUS: Dave Lebling; TUR: Conrad von Metzke (repl. FALL '03 by Latimer).

1966ANae (GRAUSTARK; GM: John Boardman; Game WWI-A) --

Entente Powers -- ENG, FRA, & RUS, / ITA SPR. 1915: Dave Lebling.  
Central Powers -- A-H, GER, TUR: Mehran Thomson.

1966AOae (GRAUSTARK; GM: John Boardman; Game WWI-B) --

Entente Powers -- ENG, FRA, RUS: Jim Sanders (repl. WINTER, 1916 by Jim Goldman).  
Central Powers -- A-H, GER, TUR, / ITA SPR. 1915: Richard Uhr (Won ? 1917).

1966APaf (COUP; GM: Charles Wells; Game 1966XI) --

SOCALISTS: Conrad von Metzke; RADICALS: John Smythe; LIBERALS: Jerry Pournelle;  
CONSERVATIVES: Lon Atkins; MONARCHISTS: John Boardman (repl. by Derek Nelson ?).  
Note: As far as we can determine, this game has been abandoned, with no victor.

1966AQa (ARMAGEDDONIA; GM: Charles Turner (?); B.D. 1966BHt) --

Team A -- ENG: Jim Dygert; GER: Clyde Johnson; ITA: Brian Bailey.  
Team B -- A-H: Doug Beyerlein; FRA: Richard Shagrin; RUS: Greg Long.

1966ARan (By mail; GM: Charles Alexander) --

A-H: Richard Shagrin; ENG: Margaret Gemignani (repl. temporarily for FALL, 1650 and SPRING, 1651 by Charles Brown); FRA: Richard Arc; OTTOMAN EMPIRE: Richard Bryant; RUSSIA: Tim Mockus (repl. / by Gail Schow); SPAIN: Earl Thompson; SWEDEN: Charles Alexander.

1966ASao (By mail; GM: Charles Alexander) --

FLORENCE: Lee Arico; FRANCE: Richard Arc; HOLY ROMAN EMPIRE: Richard Shagrin; MILAN: Jim Dygert; NAPLES: Gail Schow; ROME: Jim Latimer; SPAIN: Margaret Gemignani; SWISS CONFED.: Earl Thompson; VENICE: Charles Alexander.

1966ATau (ARMAGEDDONIA; GM: Charles Turner (?)) -- no information on players.



1967Aag (DIPSOMANIA; GM: Don Miller; Game DIH) --

A-H: Richard Shagrin; ENG: Dave Lebling; FRA: Jerry Pournelle; GER: Wayne Hoheisel;  
ITA: Charles Brannan; RUS: Fritz Muhlhauser; TUR: Alan Huff.

1967Bah (DIPSOMANIA; GM: Don Miller; Game DJI) --

All players anonymous until game ends (usual 7 nations, with teams of A-H, RUS, and TUR, and ENG, FRA, and ITA, and GER as Wild-Card Player).

1967Cai (DIPSOMANIA; GM: Don Miller; Game DKJ) --

A-H: Jim Sanders (repl. SPRING, 1901 by Paul Budd); ENG: Fritz Muhlhauser; FRA: Rick Brooks; GER: Margaret Gemignani; ITA: Alan Huff; RUS: Jim Latimer; TUR: Dave Lebling.

1967Daj (FANTASIA; GM: Don Miller; Game FLG) --

ARNOR: Rod Walker; GONDOR: Wayne Hoheisel; MORDOR: Dave Lebling; RHOVANION: Rick Brooks; ROHAN: Margaret Gemignani.

1967Er (GLOCKORLA; GM: Dave Lebling; Game GAA) --

APACHE: Tim Mockus; BLACKFOOT: Margaret Gemignani; CADDO: Jim Latimer; DAKOTA: Wayne Hoheisel; ILLINOIS: Mark Owings (repl. WINTER, 1901 by Alan Huff); IRO-QUOIS: Rick Brooks; MUSKHOGEAN: Derek Nelson; SHOSHONI: Don Miller.

1967Fv (DIPLOPHOBIA; GM: Don Miller; Game PME) --

A-H: Anders Swenson; ENG: Rick Brooks; FRA: Fritz Muhlhauser; RUS: Jay Haldeman; TUR: Bill Forlines.

1967Gc (WILD 'N WOOLY; GM: Steve Cartier; Game 1967KX) --

A-H: Bernie Kling; ENG: Charles Reinsel; FRA: John Boardman; GER: Bill Bogert; ITA: Ken Davidson. (This is supposedly one of the LUSITANIA games; we are not sure this game has ever gotten under way.)

1967Ha (MISKATONIC UNIVERSITY; GM: Anders Swenson; Game 1967MA) --

Murled Mayhem Management -- A-H: Rod Walker (Capt.), FRA: Stanley Pinck, RUS: Arthur Simon.

Imperial Drihte of Europe -- GER: Jim Dygert (Capt.), ENG: Charles Turner; ITA: Brian Bailey.

1967Iv (MISKATONIC UNIVERSITY; GM: Anders Swenson; Game 1967MB; B.D. 1967G) --

A-H: Steve Perrin (repl. WINTER, 1901 by Brian Bailey); ENG: Jerry Jacks; FRA: Jim Dygert; RUS: Alan Fisher; TUR: Charles Turner.

1967Jak (HIGH LIVER; GM: Richard Shagrin; Shagrin Designation E1967B) --

A-H: Margaret Gemignani; ENG: Greg Long; FRA: Roland Tzudiker; GER: Jerry Pournelle; ITA: Steve Cartier; RUS: Charles Turner; TUR: Greg Beyerlein.

1967Kal (HIGH LIVER; GM: Richard Shagrin; propaganda 'zine, INTERNATIONAL ENQUIRER) --

A-H: Cleveland/Youngstown (John Smythe, Capt.); ENG: Lafayette Tactics Association (Jim Dygert, Capt.); FRA: Washington, D.C. (Don Miller, Capt.); GER: San Diego Cheap Beer, etc. (Hal Naus, Capt.); ITA: Richland, Washington (James Wright, Capt.); RUS: East Paterson Diplomacy Club (Bob Whalen, Capt.); TUR: Baltimore (Jack Chalker, Capt.).

1967Lh (ARMEGEDDONIA; Charles Turner, GM; Hame ARMA-6; B.D. 1967Gt) --

Team A -- ENG: Arthur Simon; FRA: Edward Meyer; RUS: Rod Walker.  
Team B -- GER: Clyde Johnson; A-H: Brian Bailey; TUR: Jim Dygert.

1967Mab (EREHWON; GM: Rod Walker; Game vE9) --

AFRICA: Chuck Carey; EGYPT: Charles Alexander; GAUL: Richard Shagrin; HISPANIA: Scott Berschig; ITALY: Gemignani; PONTUS: Michael Vaughn; SYRIA: John Videtto.

1967Naa (EREHWON; GM: Rod Walker; Game vE10) --

ENG: Bill Stewart; FRA: Margaret Gemignani; GER: Brian Bailey; ITA: Frank Musbach;  
RUS: Larry Peery; TUR: Doug Beyerlein.

1967Oam (EREHWON; GM: Rod Walker; Game vE11) --

ENG: Greg Long; FRA: Doug Beyerlein; GER: Doug Baker; ITA: Richard Shagrin; RUS:  
Bill Stewart; TUR: Jim Thornquist.

1967Pap (T.S. #2; GM: Hal Naus; Game ADAG-XC; trf. from ADAG FALL, 1901) --

ENG/BARBARY STATES/SCANDINAVIA: Larry Peery; GERMANY/A-H/FRA: Brian Nailey;  
TUR: Charles Turner; ITA: Leonard Garland.

1967Qaq (EREHWON; GM: Rod Walker; Game vE12) --

ARGOS: Peter Comber; ATHENS: Larry Peery; BOIOTIA: Roland Tzudiker; EPIROS: John  
Videtto; IONIA: Brian Bailey; MAKEDON: Doug Beyerlein; PERSIA: Richard Shagrin;  
SPARTA: Scott Berschig; THESSALY: Russ Jones.

1967Rar (STAB; GM: John Koning; Game Stab III) --

FRA, GER, A-H: Dick Schultz; ENG, ITA, TUR: Jock Root; RUS: Larry Peery.

1967Sar (STAB; GM: John Koning; Game Stab IV) --

ENG, ITA, TUR: John McCallum; FRA, GER, A-H: Derek Nelson; RUS: John Smythe.

1967Tas (XENOGOGIC; GM: Larry Peery (?); Game X-8) --

FRA, A-H, RUS: Hal Naus; GER, ITA, TUR: Gene Prosnitz.

1967Uam (EREHWON; GM: Rod Walker; Game vE13) --

ENG: Bill Haggart; FRA: Roland Tzudiker; GER: Scott Berschig; ITA: Anders Swenson;  
RUS: Steve Perrin; TUR: John Videtto.

1967Vat (EREHWON; GM: Rod Walker; Game vE14) --

A-H: Roland Tzudiker; ENG: Christina Cartier; FRA: Margaret Gemignani; GER: Chuck  
Carey; ITA: Steve Perrin; RUS: Jack Greene; TUR: Charles Wells; JAPAN: John  
Videtto; USA: Michael Vaughn.

1967Was (XENOGOGIC; GM: Larry Peery (?); Game X-9) --

GER, ITA, TUR: Dave Francis; FRA, A-H, RUS: Gene Prosnitz.

1967Xav (SUPERCAL; GM: Don Miller; Game SBB) --

A-H: John Smythe; ENG: Wayne Hohesiel; FRA: Margaret Gemignani; GER: Mark Owings;  
ITA: Paul Budd; RUS: Jack Chalker; TUS: Dave Lebling.

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Additional notes concerning the Diplomacy Magazines --

We shall be away from home (overseas) from June 26 through August 14; during this period, one issue of DIPLOPHOBIA will be published (during July) by John Koning; this means that issue #12 will come out between June 14 and June 26; the deadlines for #13 will be set for July 14; those for #14 (published by us again) will be set for Aug. 15. Issues 9 of SUPERCAL, 12 of FANTASIA, and 11 of DIPLOMANIA will come out between June 14 and June 26; the deadlines for the next issue of each will be set for August 15; these 'zines will have to skip July, as we could find no alternate publisher for this period.

We are now the East Coast distributor for all of Dan Alderson's magazines (Steve Cartier is the West Coast distributor). Steve charges \$1 per year; we will ask 5¢ per 'zine, to pay postage costs -- send us a deposit of \$1, and we will deduct our costs as we go (since Dan's magazines are so irregular), and let you know when your deposit is exhausted. On hand at the present are NORSTRILLIA NOTES #23, ASGARD ADDENDA #2, MESKLIN MEMOS #6, and (on the reverse of MM) THE TOOREY TRIENNIAL TERRAPIN #6.

## THE POSTAL DIPLOMACY MAGAZINES

(So much has happened since the last listing was presented in DIPLOMANIA 14/15, that we are presenting a revised list in its entirety in this issue. Gamesmasters and players are requested to check this listing carefully for errors, and to report them to us as soon as possible (but, in any case, not later than August 20). "R" indicates 'zine is devoted to Regular Diplomacy; "v" indicates 'zine is devoted to variant Diplomacy games; "Rv" indicates both types of games are present in 'zine; "P" with either "R" or "v" indicates 'zine is devoted to the publication of propaganda only, with no games; "G" indicates magazine is devoted to discussion and the like, with no games; "\*" indicates that, to the best of our knowledge, 'zine is accepting players for new games -- check with editor/publisher/Gamesmaster before sending money; "s/" indicates subscription rate for 'zine; "g/" indicates game-fee; issue numbers or dates shown indicate only issues of 'zine we have in our collection -- not necessarily all issues published; Game-designations are for variant games when a lower-case letter is present in designation, and for Regular games when no lower-case letter is present -- for games having both Boardman and variant designations, only the variant designation will be used.)

Active Magazines --

A DROITE A GAUCHE (ADAG) -- Harold A. Naus, 288 Broadway, Flat 139, Chula Vista, Cal., 92010; Games 1965M (Adag-4; formerly COSTA #2), 1966AE (Adag-7; formerly COSTA #7), 1966AH (Adag-10; formerly COSTA #8), 1966AI (Adag-11; formerly COSTA #10), 1966AM (Adag-2), 1966AU (Adag-3), 1966BB (Adag-8); s/10 for \$1; g/\$2(R); \*; R; issues 1-14 (and possibly 15 -- or the first in a new series -- Hal??) on hand.

THE ALFHEIM ANNUAL AARDVARK -- Dan Alderson, 6720 Day St., Tujunga, Cal., 91042; Game 1966Qq (Propaganda only; with ASGARD ADDENDA); Pv; no issues on hand.

ARMAGEDDONIA -- James Dygert, 2090 Blackwood Drive, Walnut Creek, Cal., 94596; GM, Charles Turner; Games 1966M (formerly COSTA #3; began in T.S.), 1966BG (ARMA-2), 1966BK (ARMA-5); 1966AQa (Boardman Designation 1966Bht), 1966ATau, 1967Lh (ARMA-6; Boardman Designation 1967 Ct); no subs or trades; g/\$2.50 or \$3; Rv; issue #1 on hand.

ASGARD ADDENDA -- Dan Alderson (address above); Game 1966Qq (with propaganda-'zine, THE ALFHEIM ANNUAL AARDVARK); v; issues 1, 2, 4-6 on hand.

BARAD-DUR -- Jack L. Chalker, 5111 Liberty Heights Ave., Baltimore, Md., 21207; N3F Games Bureau Diplomacy Division; combined with ORTHANC for issues 1-10; was supposed to have been published for last several issues by Jim Sanders, who failed to get the 'zine out; publication will shortly be resumed by Chalker (mid-June); Games 1965S (GB-1965-B; won Fl3, D. Meller, TURKEY), 1965T (GB-1965-C), 1966D (GB-1966-E; won FO7, Huff, ENGLAND), 1966AX (GB-1966-G), 1966BF (GB-1967-J); 1966AAX (GB-1966-XF); s/10 for \$1; g/\$4, \$2 thereafter; Rv; issues 1-41 on hand; oops -- 1965T was drawn Fl1 by R. Brooks, RUSSIA, and Mebane, TURKEY. All issues but 41 pubbed by Chalker.

BIG BROTHER -- Charles Reinsel, 120 Eighth Ave., Clarion, Pa., 16214; Games 1966L, 1966AK, 1966BJ; s/?; g/\$4; \*; R; only issues dated 18 April 1966 on hand.

BROEDINGNAG -- John A. McCallum, %P&M Section, SES, Ralston, Alberta, Canada; Originally published by Dick Schultz; Games 1964C (won Fl3, Boardman, England), 1966AQ, 1966AV; s/10 for \$1; g/\$2; \*; R; issues 1, 10, 11, 25-61 on hand.

CEREBRAL NEBULA -- Greg Long, 3526 SW 112, Seattle, Wash., 98146; Douglas Beyerlein and Bill Stewart also GM; no games yet; s/10 for \$1; g/\$2; \*; Rv; issues 1-3 on hand; oops, again -- we see 1967J (CN #1) and CN#2 (no Boardman Designation yet) are starting.

CORSAIR -- Bob Speed, 1610 Johnstone Ave., Richland, Wash., 99352; games 1966BA (RS 66:2), 1966BP (RS 66:3) (no GM to S07; after that, Alan Harvey); s/10 for \$1; R; no issues on hand.

COSTA #2 -- Hal Naus (address above); games 19660 (Adag-5; formerly COSTA #4; trf. from ADAG), 1966AC (Adag-6; formerly COSTA #5; trf. from ADAG), 1966AG (Adag-9; formerly COSTA #6; trf. from ADAG), 1966AL (Adag-1; trf. from ADAG); s/10 for \$1; g/\$2; \*(?); R; issue #1 on hand.

DIPLOMANIA -- Don Miller, 12315 Judson Rd., Wheaton, Md., 20906; no games -- originally had many of the games now in DIPLOPHOBIA, DIPSOMANIA, FANTASIA, and SUPER-CALIFRAGILISTICEXPLALIDOCIOUS, but split into five magazines after issue #11, becoming a Diplomacy "gen-'zine" with issue #12; s/10 for \$1.25; G; N3F Games Bureau Diplomacy Division; issues 1-15 (excluding present issue) on hand.

DIPLOPHOBIA -- Don Miller (address above); N3F Games Bureau Diplomacy Division; games 1965V (PAA; began in DIPLOMANIA as A), 1966E (PBA; began in DIPLOMANIA as B), 1966F (PCA; began in DIPLOMANIA as C), 1966K (PEA; began in DIPLOMANIA as F), 1966T (PFC; began in DIPLOMANIA as J), 1966AS (PHC), 1966AT (PIC), 1966AZ (PJC), 1966BD (PKC), 1967B (PLC), 1967I (PNC), POC (no Boardman Designation yet), PPC (no B.D. yet), PQC (no B.D. yet); 1966Eh (Boardman Designation 1966St; began in DIPLOMANIA as HT; PDB), 1966Gj (PGD; B.D. 1966Ut; began in DIPLOMANIA as KTE), 1967Fv (PME; no B.D. yet); s/10 for \$1; g/\$3, \$2 thereafter; Rv; \*; issues 1-11 on hand.

DIPSOMANIA -- Don Miller (address above); N3F Games Bureau Diplomacy Division; games 1966Gf (DAA; began in DIPLOMANIA as EE; Boardman Designation 1966J), 1966Dg (DEB; Shagrin Designation 1966A; began in DIPLOMANIA as GC), 1966Hf (DCA; B.D. 1966V; began in DIPLOMANIA as LE), 1966Jl (DDD; began in DIPLOMANIA as NH), 1966Mn (DEE-A; began in DIPLOMANIA as SE), 1966No (DFF; began in DIPLOMANIA as TN), 1966Wf (DGA; B.D. 1966AN), 1966ABy (DHG), 1966AMn (DEE-B), 1967Aag (DIH), 1967Bah (DJI), 1967Cai (DKJ); s/10 for \$1; g/\$3, \$2 thereafter; issues 1-10 on hand; v; \*.

EREHWON -- Capt. Rodney C. Walker, FV 3129356, TUSLOG Det. #183, APO NY, NY, 09254; games 1966AO (rEl), 1966BI (rE8); 1966AFaa (vE2), 1966AGaa (vE3), 1966AHab (vE4), 1966AIac (vE5), 1966AJad (vE6), 1966AKaa (vE7), 1967Mab (vE9), 1967Naa (vE10), 1967Oam (vE11), 1967Qaq (vE12), 1967Uam (vE13), 1967Vat (vE14); s/10 for \$1; g/\$2; Rv; \*; issues 1-10 on hand.

EURALIA -- Jim Sanders, Room 3K4, 601 W. 110th St., NY, NY, 10025; game 1966BC; s/20 for \$1; g/\$2.50; Rv; \*; issues 1-6 on hand.

FANTASIA -- Don Miller (address above) -- games 1966Be (FAA; began in DIPLOMANIA as DM), 1966Fi (FBB; began in DIPLOMANIA as IY), 1966Ik (FCC; began in DIPLOMANIA as MME), 1966Km (FDC; began in DIPLOMANIA as OM), 1966Lk (FEC; began in DIPLOMANIA as PM), 1966Rr (FHD), 1966Ss (FIE), 1966Tt (FJF), 1966Act (FKF), 1967Daj (FLG); s/10 for \$1; g/\$3, \$2 thereafter; v; \*; N3F Games Bureau Diplomacy Division; issues 1-11.

GLOCKORLA -- Dave Lebling, 3 Rollins Court, Rockville, Md., 20852; N3F Games Bureau Diplomacy Division; game 1967Er (GAA); s/10 for \$1; g/\$3, \$2 thereafter; Rv; \*; issues 1-5 on hand.

THE GAMESLETTER -- Don Miller (address above); no games -- the official organ of the N3F Games Bureau, with occasional news of the Bureau Diplomacy Division; free to Bureau Regular members (\$1 per year); G; issues 1-9 on hand, to date.

THE GAMESMAN -- Don Miller (address above); no games -- occasional general articles and the like on Diplomacy and other games; N3F Games Bureau 'zine; s/4 for \$1, 35¢ a copy; G; issues 1-3 on hand, to date.

GRAUSTARK -- John Boardman, 592 16th St., Brooklyn, N.Y., 11218; games 1964A (won Fl1, James MacKenzie, TURKEY), 1965A (won Fl2, Charles Wells, TURKEY), 1965F (formerly COSTA #1), 1965L (Drawn, FO9, Frank Clark, GERMANY, and John Koning, RUSSIA), 1965Q, 1966B (formerly COSTA #3), 1966Q, 1966R, 1966AA, 1967F (no GM); 1963Ac (Boardman Designation 1963A; won FO6, Derek Nelson, ITALY), 1965Aa (B.D. 1965Jt; won FO2, team of Derek Nelson, GERMANY; Robert Lake (Capt.), ITALY; and John Davey, RUSSIA), 1965Ca (B.D. 1965Nt; won FO5, team of Ovilla Pattee, ENGLAND; John Koning (Capt.), GERMANY; and Kim Pattee, ITALY), 1966Ad (B.D. 1966G; won FO7, Donald Berman, ITALY), 1966ANae (WWI-A), 1966AOae (WWI-B; won SO7, Richard Uhr, AUSTRIA-HUNGARY/ITALY/TURKEY; s/10 for \$1; Rv; \*; issues 1,11,12,19,21,25,31,43-127 on hand.

THE HIGH LIVER -- Richard Shagrin, Rm. 356, Haggett Hall, U. of Wash., Seattle, Wash., 98105; 1967Jak (Shagrin Designation E1967B), 1967Kal; s/10 for \$1; g/free; v; \*; issues 1-6 on hand; may be defunct, as, last we heard, Shagrin was expecting to be inducted into the Army on May 24; we'll let you know for certain next issue.

INTERNATIONAL ENQUIRER -- Ken Fletcher, Franck Husbach, and Clif Ollila, Box 14021, University Station, Minneapolis, Minn., 55414; s/10 for \$1; g/\$2; Rv; \*; issues 1 and 2 on hand; also was to serve as propaganda-'zine for Shagrin's game 1967Jak, but may end up running the game as well. Ken??

KALMAR -- Steve & Christiana Cariter, 3044A Telegraph Ave., Berkeley, Cal., 94205; assorted GM's; games 1966AJ (shown as 1966BL in GRAUSTARK #120 -- John, which is correct!) (1966KR), 1966BM (1966KS), 1966BN (1966KT), 1966BO (1966KV); s/10 for \$1; g/\$4; Rv; \*; issues 1-4 on hand.

LONELY MOUNTAIN -- Charles Wells, 3678 Lindholm Rd., Cleveland, Ohio, 44120 (from June 19 until the first part of August: Dept. of Math., Adams Hall, Bowdoin College, Brunswick, Maine, 04011); was called MAGAZINE for issues 10-12; games 1965P, 1966A, 1966Y; s/10 for \$1; g/\$3; R; \*; issues 1-23,25-35 on hand.

MAGAZINE -- See LONELY MOUNTAIN.

MARSOVIA! -- Robert J. Ward, 2631 27th St., Sacramento, Cal., 95818; game 1966N; s/?; R; issues 1-7,10-13 on hand.

MASSIF -- John Koning, 318 South Belle Vista, Youngstown, Ohio, 44509; now in STAB; games 1965E (Massif I; won Fl1, John Smythe, ENGLAND), 1966I (Massif II), 1967E (Massif III); see STAB for sub- and game-rates; R; issues 1-42 on hand.

MESKLIN MEMOS -- Dan Alderson, address above; game 1966Pb (with propaganda-'zine, THE TOOREY TRIENNIAL TURTLE); v; issues 1-6 on hand.

MISKATONIC UNIVERSITY -- Anders Swenson, 145 Ponderosa Lane, Walnut Creek, Cal., 94598; games 1966X (formerly in LUSITANIA), 1967H (1967MC); 1967Dc (Boardman Designation 1965O; formerly in LUSITANIA), 1966Xv (B.D. 1966AP), 1966Yv (B.D. 1966AR), 1966ALv (1966MC; B.D. 1966BE), 1967Ha (1967MA; B.D. 1967Dt), 1967Iv (1967MB; B.D. 1967G); s/10 for \$1; g/\$2.50; Rv; \*; issues on hand 2,4,10-17,21,23-27(?),30,31.

NORSTRILLIA -- Dan Alderson (address above); game 1965Bb; with NORSTRILLIA NOTES; G; issue #1 on hand.

NORSTRILLIA NOTES -- Dan Alderson (address above); game 1965Bb (with propaganda-'zine, THE WERELD SCHEMERING WEEKLY WOMBAT; also with NORSTRILLIA and UNTITLED SUPER-DIPLOMACY FANZINE); v; issues 1-23 on hand.

LE LUSTIE KRAWNYKUL AND TYMMES-SUNNE-TRYBUNNE-HERALLDE OF HAMMO -- Rod Walker (address above); 'zine for "Feudalism" -- g/\$1; issue #1 on hand. (Goofed again!)

ORTHANC -- Ron Bounds, 649 N. Paca St., Baltimore, Md., 21201 (will shortly be taken over by John Koning (address above) and combined with STAB, as Ron's been having his troubles in getting the 'zine out (Ron -- please send all your materials to John ASAP); issues 1-10 combined with BARAD-DUR; N3F Games Bureau Diplomacy Division 'zine; games 1965R (GB-1965-A; game began in BARAD-DUR), 1965W (GB-1965-D; began in BARAD-DUR), 1966AB (GB-1966-H); s/10 for \$1; g/\$4, afterwards \$2; R; issues 11-32 on hand.

STAB -- John Koning (address above); includes MASSIF and TRANTOR; games 1966Ua (Boardman Designation 1966ADt; Stab I; won F08 by Jim Latimer, AUSTRIA-HUNGARY/ENGLAND/RUSSIA), 1966Vu (Stab II; B.D. 1966Aft), 1967Rar (Stab III; no B.D. yet), 1967Sar (Stab IV; no B.D. yet); s/10 for \$1; games by invitation only; issues 1-31 on hand; (R)v.

SUPERCALIFRAGILISTICEXPIALIDOCIOUS -- Don Miller (address above); games 1966Op. (SAA), 1967Xav (SBB); s/10 for \$1; g/\$3, \$2 thereafter (except that ANARCHY III is only \$1); v; \*; issues 1-9 on hand.

THE TOOREY TRIENNIAL TURTLE/TERRAPIN/TORTOISE (alternates every third issue) -- Dan Alderson (address above); game 1966Pb (propaganda only; with MESKLIN MEMOS); Pv; issues 1-6 on hand.

TRANTOR -- John Koning (address above); originally published by John Smythe; now in STAB; games 1964D (Trantor I; won W16; John McCallum; AUSTRIA-HUNGARY), 1965U (Trantor II), 1967A (Trantor III); R; see STAB for sub- and game-rates; issues 1,2,4-56 on hand (with two #10's, both different).

T.S. #2 -- Hal Naus (address above); games 1966Zw (1967-XD; originally in NAME; trf. from ADAG), 1966ADw (Adag-V-1 or 1966-XA; trf. from ADAG), 1966AEz (1966AYt in Boardman Designation; Adag-V-1a or 1966-XB; won W05 by Charles Turner, AUSTRIA-HUNGARY/GERMANY/ITALY; trf. from ADAG), 1967Pap (1967-XC; trf. from ADAG); s/10 for \$1; g/\$2.50; v; \*(?); issue #1 on hand.

THE WERELD SCHEMERING WEEKLY WOMBAT -- Dan Alderson (address above); game 1965Bb (propaganda only; with NORSTRILLIA NOTES); Pv; issues 1-6 on hand.

WILD 'N WOOLY -- Steve Cartier (address above); games 1965B (1965KL), 1965C (1965KM), 1965D (1965KX), 1965G (1965KY), 1965H (1965KN; won F11, John Smythe, ITALY), 1965I (1965KJ; won S11, John Smythe, ITALY), 1965K (1965KQ), 1966C (1966KL), 1966H (1966KN), 1966Z (1966KQ), 1967KY (no Boardman Designation assigned yet; formerly LUSITANIA #2); 1967Gc (1967KX; formerly LUSITANIA #1) (there seems to be some confusion over the two LUSITANIA games -- both WILD 'N WOOLY and MISKATONIC UNIVERSITY claim to have taken them over; for the time being, until the matter is clarified, we shall treat them as 4 different games); s/10 for \$1; g/\$6; Rv; \*; issues 1,2,7,8,13-22,24-26,28,29,31,34-89 on hand.

XENO -- Steve Cartier (address above); will include XENO (space warfare) game; s/10 for \$1; g/\$2; v; \*; issue #1 (1st and 2nd eds.) on hand.

XENOLOGIC -- Lawrence Peery, 5834 Estelle St., San Diego, Cal., 92115; games X-1 (no Boardman Designation yet), X-2 (no B.D. yet), X-6 (no B.D. yet), X-10 (no B.D. yet); 1967Tas (X-8), 1967Was (X-9); s/9 for \$1; g/\$2(R), \$3(v); Rv; \*; issues 1,2.

Two variant games (1966ARan and 1966ASao) are being run through the mail by Charles Alexander, 2232 Crosswind, Kalamazoo, Mich., 49001, with no magazine; in addition, we understand that carbon-copy games (to be published later) are being run by Eutiquio Jose Revillagigedo (1966P) and Bob Speed (replacing James Wright; we are not sure if this one has been assigned a Boardman Designation or not; John??).

Inactive Magazines (Changes to list published in DIPLOMANIA 14/15) --

Add:

THE BROKEN LINE -- John Reiner, 361 Elm Drive, Apt. #4, Beverly Hills, Calif.; issues 1,2 on hand; G.

BARODIA -- James Sanders (address above); issue #1 on hand; G.

LUSITANIA -- Bernie Kling, 237 S. Rodeo Drive, Beverly Hills, Cal., 90212; games 1966X and 1965Dc (Boardman Designation 19650) transferred to either WILD 'N WOOLY or MISKATONIC UNIVERSITY (see remarks following WILD 'N WOOLY in preceding section); Rv; issues 7-11,14 on hand; last issue apparently #14.

NAME -- Bob Cline, 3778 Keating St., San Diego, Cal., 92110; game 1966Zw (trf. to ADAG and then to T.S. #2); v; issues 1-3 (unnumbered) on hand.

Correct:

RURITANIA -- John Boardman (address above); published originally by Dave McDaniel, 619 S. Hobart Blvd., Apt. #4, Los Angeles, Cal., 90005 (through issue #23); game 1963B (won F18, Bruce Pelz, RUSSIA); last issue #40; R; issues 25,27,28,30-33,35-40 on hand.

LA GAZETTE D'EUROPE -- Bill Blackbeard, 1927.5 Hillhurst Ave., Los Angeles, Cal., 90227; R; only one issue published; no issues on hand.

TUPPENCE-IA 'PENNY -- Ed Baker, 1825 Greenfield Ave., Los Angeles, Cal., 90025; R; 2 issues published; no issues on hand.

WITDIP (not WITDIP SPECIAL) -- Bruce Pelz, Box 100, 308 Westwood Plaza, Los Angeles, Cal., 90024; R; last issue, #14; no issues on hand.

Add:

ANGBAD -- Dan Alderson (address above); only four issues published; a limited-circulation 'zine, chronicling a game of MIDDLE-EARTH II Diplomacy played in person at LASFS meetings; each issue was limited to 5 copies; v; no issues on hand.

DIPLOMACY -- Dan Alderson (address above); a 1-shot put out between NORSTRILLIA NOTES 2 and 3; consisted of a "structural" Diplomacy map done in various colored ditto; no copies on hand.

DIE WIS #12 -- A Diplomacy-related fiction 'zine distributed with GRAUSTARK #24; no issues on hand; published by Dick Schultz, 19159 Helen, Detroit, Mich., 48234.

ASDIP and MUTINY #1 -- Phil Castora, 3177 W. 5th St., Los Angeles, Cal., 90005; each 'zine on same sheet of paper, on opposite side from other; only 1 issue of each published; ASDIP contained SPRING, 1903 moves of LASFS game 2.5; MUTINY contained SPRING, 1903 moves in LASFS game 3; R; no copies on hand.

MUTINY -- See ASDIP.

KNOWABLE #3 -- John Boardman (address above); the issue of a genzine of John's in which he first suggested the postal play of Diplomacy; no copies on hand.

SKY ON FIRE -- Dick Schultz (address above); a Diplomacy-related 'zine distributed with TRANTOR #9; we do have a copy of this one!

WITDIP SPECIAL -- Bruce Pelz (address above); 2 issues, each reprinting several issues of WITDIP (5-9 in #1, and 10-14 in #2), with a couple of additional pages of explanation, etc.; no issues on hand; R.

Announced but never started: I CARAMBA (in Spanish), OSGILIATH, MAXIMUS MINIMUS, BRAYER, SAFNCIR (#3), SERENDIP, THANGORODRIM, OASIS (this one may yet appear); WORLDIP SPECIAL never existed; ASGARD was short for ASGARD ADDENDA and MESKLIN was short for MESKLIN MEMOS.

Add to list of supplements: BARAD-DUR 38 $\frac{1}{2}$ , MARSOVIA (Special Issue).

Add: SIBELIUS -- Bill Bogert, 216 S. Rexford Drive, Apt. #2, Beverly Hills, Cal., 90212; issue #2; G; issue #2 on hand; general material on Diplomacy.

Also listed in DIPLOMANIA 14/15 were: BÖLVERK, COSTAGUANA, COUP, FREDONIA, T.S., WORLDIP, ALTERNATE WORLD DIPLOMACY I and II, DOUBLE-DOUBLE, ECONOMIC DIPLOMACY, GRAND FENWICK GAZETTE, PROCLAMATION, VALASKJALF, VANDY II, UNTITLED SUPERDIPLOMACY FANZINE, WART HOG.



THE COURIER  
(A few letters)

((Most of the letters we have received are several months old, and are thus hopelessly outdated; we will therefore, with apologies to the writers, skip over most of them, and delete outdated references from the ones we do publish. We will do our best to keep this from happening in the future, publishing all of the letters we receive in the issue of DIPLOMANIA which follows receipt of them. -- ed.))

Conrad von Metzke, 5327 Hilltop Drive, San Diego, Cal., 92114 (Undated)

I'm in a good mood today so you're getting a friendly letter on the IDF instead of an evil, nasty, vitriolic one.

Personally, I think you're on your ear; but then, the way things have been going, everyone is on his collective ear except me, if the first assumption be true, and so perhaps a re-evaluation of intent, purpose, u.s.w, would be in order.

I want to state at the outset that the sharp, unfriendly criticism of my pet scheme, the IDF, has driven me to drink, and has made a living Scotch sponge of me; consequently I have reported you and your cohorts to the various organizations that deal with this kind of insidious communistic threat to American morality, integrity, and national sovereignty. Have you ever had your home fire-bombed by Mothers for Peace? Watch your front window....

Okay, so much for bitter humour. . . In the first place, I have virtually withdrawn from Diplomacy altogether, which will explain my forthcoming lukewarm rebuttal to your last DIPLOMANIA. COSTA being bankrupt, and the disintegration of the IDF, have left me somewhat -- ah -- apart from the stream.

But anyway...aside from petty foolishness, the only things you say worth reading are: (1) we're over-organized, (2) we're too speedy -- or pushy, if you prefer, and (3) you decided not to join. Well, that's quite a bit to say. But you certainly took a long time to say what one critic managed to summarize in four words: "You're kidding! . . . it!" Perhaps you'd care to print that with asterisks, in the manner of the big Eastern publisher whose sole identifiable motive for printing books is to use up the other publishing houses' extra asterisks. ((No, Conrad, we used dots. -- ed)) Digression is a way of life...anyhoo, it strikes some of us that there is creeping anti-IDFism afoot, and some of us have defected to the enemy. I, for one, have come to realize that, while the over-organization is not (to my mind) a problem, the pretense to universality put forth by the proponents is. In other words, we originally circumvented the idea of asking everyone to help formulate the proposition because of the obvious mountain of work and confusion it would entail. This "mountain" was not, however, a proven fact, rather our assumption. This is the fault. It is now apparent that the "everybody do it" system would have been better tried and discarded as unworkable, than left untried to act as a burr to those who value their own opinions (rightly) as much as they value ours.

One brief interposition -- you say you didn't get the revised constitution until the 16th, a day after the deadline. Lucky man. I never did get one! So I never did ratify the IDF. Isn't that funny?

Now then. If all of the preceding is true (and whether it is or not, everyone seems to think it may be), then perhaps it would be well to try it over the better way. That is, as Jack Chalker suggested, ask everyone to start from the bottom and formulate their own skeletal IDF -- and then work together, by mail, to piece together the whole fish.

Soon, we may find someone who can handle such an operation. Cline can't, I presume Walker can't, and I won't. But when the masochist arises who can, then there can be started an efficient, representative, and fair organization. Meanwhile, I am pleased to announce that the IDF proposal submitted for ratification on 15 August 1966 has failed due to lack of affirmative response.

((The above was printed to let you all know what happened to the IDF about which much was said in DIPLOMANIA #'s 12 and 13. We will delete all reference to the IDF from the letters which follow, as the subject appears to be closed, at least for now. -- ed))

J. E. Pournelle, 8396 Fox Hills Ave., Buena Park, Cal.

(Undated)

. . . my real complaint is this Black Propaganda. I have said it before but here goes again. I play Diplomacy as a game of skill. I like it because it is a game of skill. But I also like to play several games because there is such a long lag between things happening in a postal game. This means that I can't write individual letters to everyone in a game when I have an announcement or propaganda pitch addressed to everyone. Thus I use the press releases as an integral part of the game. But your Black Propaganda business denies this to me. It even makes me write extra letters telling each player that I will NEVER use the regular press releases and thus not to trust anything they read there. This stops other players from sending black releases for me, and may save work for the gamesmaster, but it also adds to the work I have to do in playing, subtracts from my enjoyment of the game, and adds nothing to the game for anyone else. Frankly I can't see the point of it. If printing propaganda is too much work and you want to eliminate it, do so and be done with it.

In the real world (and I admit to be a "realist" player of Diplomacy rather than one who thinks of it as a set of rules with no tie to reality) the kind of Black Propaganda you allow is not possible. States have set up elaborate machinery to prevent it from happening. Thus, the US cannot make as "official announcement" for Russia which will be believed in China. We may say that we have received a certain communication from Russia, and the Russians deny sending it, but we can't purport to speak for the Kremlin. When a government issues an official statement, you know that it is an official statement and that it is made by the government it is supposed to come from. But in your games this is not true, and it makes no sense. Even your game of anonymity would be much improved if you had an official releases section in which each player would know that the announcements did in fact come from the government supposedly making them.

If you like Black Propaganda (and it can at times be interesting and important) I suggest you have two sections of propaganda: Official Statements, in which you guarantee that the source of the statement is what it is supposed to be, and World Press, in which anything goes. The former is then limited to official statements coming from the player of the country identified in the statement. Nothing else. No "it is rumored in the capital that..." and the like, just official statements. Then, if players want to insert ambiguous messages (and I do so on occasion myself) they can write pieces for the "World Press". Sources are not identified in the World Press and any player can say what he pleases about what the other players may or may not be doing. This would then preserve what I think you are interested in in the black propaganda line, and yet leave me an official method of communicating with the other players. I guarantee that I will use both if you have them. I do now in other magazines: that is, I will write press releases in which I say that "The Government announces that..." which correspond to official statements, and others that say "Reuters reports that Messieur Baucall, a highly placed member of the government, let slip the war plans...." Now with regard to the second type of statement I readily admit that they can be "planted" by an enemy. I may even have planted one or two myself in some games. But I also submit that the first kind should never be anything but what it is supposed to be, a genuine message from the player of the country. Enough on the subject. . . .

((Jerry, your arguments sound logical. But we cannot agree with you -- and, to a man, all of the players to whom we have spoken about "Black Propaganda" also disagree with you -- in fact, the only ones who agree seem to be the West Coast players. Our concept of the 'zines we publish is that they represent, in essence, the "world press". We are not going to undertake the publication of a player's "national newspaper" -- that is the player's own responsibility. The propaganda sections in the magazines we publish are not to be used (except in the anonymous games) as a substitute for personal diplomacy by the players involved. If a player wants to say something to another player or players, it is his responsibility to see that it is said in a way which would satisfy his worries that it might be interpreted as coming from someone

else -- and it is also up to him to arrange with his allies some way of identifying official statements he may make so that someone else can't break up his alliance through the use of "Black Propaganda" (besides which, if an ally does break with someone due to a single piece of "Black Propaganda", he can't have been a very firm ally).

There are ways of identifying one's own releases so that they could not possibly have come from someone else. We refer you to the method used by the A-H player in DIPLOMANIA game DCA, as an example. But we feel that a player who uses his propaganda as a substitute for personal diplomacy is making a mistake, is leaving himself open to more than just the threat of "Black Propaganda", and is a person we would not want for an ally. The players with whom we have spoken feel that the uses of propaganda should be left as unfettered as possible -- that they should have as much freedom with respect to the ways in which they use their propaganda privilege as possible. To categorize it into two strictly-limited groups such as "World Press" and "Official Statements" would be to place limits on the uses of propaganda. We prefer to leave the matter up to the individual imaginations of the players.

We are the "World Press", as we said before. In real life, there is no world press, and so "official statements" and the like are made through the various national papers of the countries, and through (much more frequently -- and effectively) diplomatic channels. "Official statements", in fact, are very seldom made in national papers for the edification of anyone but the people of the nation involved -- and, as we have seen by the way in which what was said in a recent issue of NEWSWEEK (or some similar magazine) about the Near East crisis was twisted by the Arabs and the Soviets into the "official policy" of the U.S. and Israel, the use of even national papers for statements of "official policy" can be very dangerous, becoming mingled in the minds of other nations with unofficial statements, etc. We might also add that private diplomatic assurances and promises do not always jibe with public statements of "official policy".

We will be glad to run a game of Regular Diplomacy with the propaganda split into two sections, "World Press" and "Official Statements", if you will play and if six other players can be found. But, unless we feel that it is the consensus of the players in our magazines in general that we do so, we are not going to change our "House Rules" to change our present propaganda set-up in our other games. We invite comments on this subject from any and all of our readers. --ed.))

James Sanders, Rm. 3K4, 601 W. 110th St., N.Y., N.Y., 10025

(Undated)

DIPLOMANIA: . . . I know in most of the games I have played across the board or club style, move writing has not been that important. Usually if a player had a lot of pieces and only wanted to move a few, he just wrote that move and there was an understood hold order for the rest. Or he would write an obvious false move like Ank-Cly, and this would again be assumed to be a hold. Also in Boardman games at least, supporting countries in "civil disorder" (rules def., that is, when a player has left the game) is an important strategic move. I don't care if it is less accurate militarily -- if it makes a better game, and I think it does, I support it. Also, I think pedantry in writing the moves is not necessarily a good thing. I will occasionally write stand when I mean hold and I think a few others will, and I think obvious slips of pen should be allowed and the situation restored to the way it was.

On retreats, your suggestion of voluntarily scuttling is an admirable one and I hope it gets used in most if not all games. As for retreats, I prefer the ruling that when there is a conflict where one has an alternate and the other does not, the retreating army with the alternate is required to retreat elsewhere, while the other one is given that territory. The main difficulty with your retreat or fight to the death suggestion is that it gives a player an opportunity to transfer armies across the board. What I mean is that, if a player has an army a considerable distance from his homeland, and all of a sudden his homeland is being threatened, he could force that army into a place where it had to retreat, and then scuttle it and rebuild it at home, while if he retreated it as the rules say he would find it more difficult to defend his homeland.

I strongly oppose the proxy system, since the way it goes now this may be done through diplomacy, while permitting it would open a Pandora's box. Right now, if I am playing England and want control of the Turkish fleet up by Norway, I will write to my ally and request him to order said fleet to (say) the Barents Sea. If he wishes to remain my ally, he'll do this. But if he doesn't, poor Jim (scrunch). If I had a proxy on that fleet, and he suddenly decided to break the alliance, there is nothing he can do about it. And say I broke the alliance, and decided to attack him with this fleet -- could this fleet (his own unit) force another of his own units to retreat? If I have a proxy on an army and use it to conquer a supply center, does he get the resulting unit, or do I? Since the whole thing is unnecessary, why bother when this much confusion results?

FRED: I agree that club style Diplomacy is the best, followed by across-the-board, and then postal, which is not to say I dislike any of the forms. At the Stock Exchange, where I work in the Direct Clearing Department, I was able to organize a game between some of my fellow workers, along the following lines. During lunch hour I would set up the board and attempt to get the moves. If I could round up all the players on my shift I would read their moves and make the changes on the board. I would then record all the moves on a Conference map and run off six duplicates on a Xerox machine. Then I would leave a copy of the map for one or two players on the night shift and they would leave copies of their moves in a sealed envelope. After a while it turned out that the night shift crew were the most interested and were the only ones remaining, so now we have our moves during the hiatus between two parts of the operation when the few players left are all around. Future games here at the Exchange are going to be limited to night and swing shifters, since the leaving of moves can get too complicated.

Your proposal for the tournament can be simplified considerably. One weekend would be all that was required, as each team would send one man to each of the other colleges (two men if the teams were big enough -- they would have to be at least 8 men each) and leave one man behind as host and gamesmaster.

What is the Chicago Concert of Europe game or games? . . .

((Jim's letter is commenting on a few ideas thrown forth in DIPLOMANIA #13, and on a letter from Fred Lerner which appeared in the same issue. We stated our stand on "Hold vs Stand Order" and on Retreats in our discussion of the rules in DIPLOMANIA 14/15, so we'll not repeat it here (this was published after Jim's letter was written). We would like to say that it is very probable that, although we are only using "Hold" and "Stand" to indicate in the published moves units which were ordered to hold and units which were not, we may -- and probably will -- incorporate this dichotomy into one or more future variants as an integral part of the game. As far as retreats are concerned, we suggest the idea incorporated in rule #11 of our HYPERSPACE II rules in this issue might be given consideration for incorporation in some future revision of the Diplomacy rulebook -- i.e., that a unit, whether destroyed voluntarily or involuntarily, may not be replaced during a WINTER building season until at least one full game-year has elapsed since its destruction. --ed.))

Margaret Gemignani, 67 Windermere Road, Rochester, N.Y., 14610

(Undated)

Here is an open letter to the Diplomacy circular around your zines.

Gentlemen: Stop looking around to see who enters! I mean you fellows! I hate to bring up that dirty word "good taste". You ask What is that?

Well, friends, it is simple: some of the propaganda that got through is just too, too much.

1. Let's have a lay low on the overdone religious jokes. Fun is fun, but some of the remarks passed around in Turkish or Italian religious jokes are something, that anyone ever picks up the zine and doesn't know you better, would be highly insulting.

Let us have some variety: how about a Sultan who doesn't practice the Rite of Spring or a Pope who doesn't have a "social disease"?

2. Public fights. If you don't like a certain player, don't associate with him, but refrain, please, from implying that he is not playing with a full deck, is a dirty old man, or his political leaning leaves something for the FBI to investigate.

3. Forgetting one's self. Implying that a certain player plays in anonymity games.

4. Highly insulting and otherwise unfunny remarks. Have found out why some players aren't talking to each other after a few games. Some of you Gents keep it up and nobody will be talking to you. Some of the highly unflattering remarks passed over the propaganda board are better insults than Jack E. Leonard ever thought of, only they aren't funny. Especially with new players. Don't give them a bad impression of you. Your playing will do that same effect without hurrying with the propaganda.

5. Silliness. Don't you feel like breaking the game board over the player who can't find anything better to talk about than a bunch of silly and repetitious remarks? Get a new writer, you're boring.

I know you're all gentlemen and I know you don't mean it when you say something in propaganda. But the way some of the propaganda has been answered means somebody isn't laughing. Let's make an effort to remain friends after the game. How about it?

Please don't print anything that will make for hard feelings, but I thought I had read everything until I read that remark about the social disease.

I know I am guilty of some of these things myself, but I will surely try to eliminate them in the future. Hope the others will do so. Fun is fun but some of the insults, WOW!

((Margaret is right, people -- some of your propaganda has been getting a bit far out. We are very much opposed to censorship -- but some of you are leaving us no choice. Please confine your propaganda to things which are a bit more relevant to the games in which you are playing. We have yet to omit propaganda because of lack of space -- but we may eventually be forced to do so -- and, when this occurs, irrelevant and frivolous propaganda will be the first to be cut. So be forewarned -- unlimited propaganda is a privilege -- use it well or you may lose it. --ed.))

Margaret Gemignani (address above)

(Undated)

A notice to Al Huff to be presented in all games I am playing with him.

Dear Al and other poor abused souls.

Some players are under the erroneous impression that I am a little "noisy" with my remarks, but let us look at facts.

Certain of you "Gents" can't buy Applejacks in stores anymore. Yes, Al, you know you are going to seek out and attack me, Be an honest bully. Admit it, fellows, some of you haven't been overly complimentary with your comments. You were expecting maybe me not to comment on it?

Remember, fellows, all is fair in peace and war but some of you sure carry war to the propaganda front.

Have you seen the NEW BOOK OF INSULTS? Let us all get a copy and have a real good time!

((Margaret's second letter was received a few days after her first. Hmmm... --ed.))

((The above are all the letters we will have room for in this issue. We would like to acknowledge a letter from Ron Bounds arguing against our "Stand/Hold" suggestions (he thought we were going to make this dichotomy in play); a letter from Jim Latimer to Charles Reinsel, commenting on an attack Charles made on us in BIG BROTHER #23 (we have yet to see #23 -- we do wish people who attack us in their magazines would have the courtesy to send us a copy) -- as Jim's letter was printed in its entirety in GRAUSTARK #118, we'll not reprint it here; we also have letters from Dan Alderson, John McCallum, Hal Naus, Richard Shagrin, and Margaret Gemignani updating and answering questions we raised concerning our directories in DIPLOMANIA 14/15, for which we thank them very much. --ed.))

# Diplomacy Victory Probabilities Survey Results (by Jared Johnson) --

The Survey turned out to be a bit of a fiasco. I only got 11 replies. Nevertheless, here are the results, and I believe them to be a pretty good indication of the actual figures:

<u>Probability of winning:</u>		<u>Preferred Country:</u>	
1. Turkey	19.2%	1. England	13
2. France	18.5%	2. France	14
3. England	15.8%	3. Germany	16
4. Russia	14.9%	4. Russia	21
5. Germany	11.7%	5. Austria-Hungary	22
6. Austria-Hungary	10.7%	6. Turkey	23
7. Italy	9.2%	7. Italy	31

I have included the points given for the preferred countries so that you can see where it was close.

You will notice that there is a high correlation between the victory probabilities and the preferred countries, with the exception of Turkey.

DIPLOMANIA Black-List -- Persons who joined games and later dropped out without ever paying their fees, resulting in a loss to the GM (other GM's beware); these persons will only be allowed in future DIPLOMANIA family games if their fees are paid in advance, at the time of their application and settle up for what they already owe:

PAT MCDONNELL (PEA; 50¢); SIDNEY GET (PFC; \$1) (DCA; \$1); CONRAD VON METZKE (DEE; \$3); JOE HALDEMAN (PHC; \$1); RON PARKS (FIE; \$1); JIM SANDERS (DKJ; \$1) (plus money for 'zines he bought from us at the 1966 DISCLAVE).

DIPLOMANIA Grey-List -- Persons who joined games and later dropped out without explanation to the GM, leaving us holding the bag as far as finding replacement players was concerned, hurting the country they were playing, and decreasing the enjoyment in the game for the remaining players; these persons will be allowed in no future DIPLOMANIA family games unless they give the GM satisfactory explanation for dropping out and pretty solid assurances that it won't happen again:

GEORGE PARKS (PAA,BA,EA,FC,GD; DAA; FAA,CC; SAA); RON PARKS (PBA,CA,DB,GD; DAA; FIE); SIDNEY GET (PCA,DB,EA,FC,GD; DBB,CA; FBB); BOB CLINE (DBB, SAA); GREG MOLENAAR (PBA, SAA); MARK COWINGS (DAA,FF,CA,HG; GAA; FBB,CC,EC,JF); MICHAEL VAUGHN (PJC); JAMES SANDERS (PGD,HC; DDD,HG,KJ); CHARLES REINSEL (DFE); CONRAD VON METZKE (DEE; FHD); JOE HALDEMAN (PHC; DCA; SAA); PAT MCDONNELL (PEA); C.W. BROOKS (PDB,GC); BOB WARD (DFE); MIKE HAKULIN (DCA; PIC); PAT OBERENBT (SAA).

DIPLOMANIA is published irregularly, and is 10 issues for \$1.25, with prices of individual issues ranging from 10¢ to 35¢ each. Three complete sets and a few scattered back-issues are available from the editor. Address code: C, Contributor; N, you are mentioned herein; P, Player in game in DIPLOMANIA 'zine; S, Sample; T, Trade; W, Subscriber (number is number of last issue in your sub); X, last issue, unless . . .

DIPLOMANIA  
% D. Miller  
12315 Judson Road  
Wheaton, Md., 20906

Return Requested

TO:

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317 South Belle Vista  
Youngstown, Ohio, 44504

